# ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING

5E Compatible

# CORE MANUAL

# Credits

**Lead Designer:** Rich Lescouflair

**Additional Design:** Will Doyle, Christopher Negelein
**Editors:** Tracy Bovee, Kristoffer Giere

**Art Director:** Brian Dalrymple
**Graphic Designers:** Brian Dalrymple, Rich Lescouflair
**Cover Illustrator:** Santi Casas
**Interior Illustrators:** Miguel Angel Aguirre, Vitalii Artiushenko, Scott Betts, Jeff Brown, Santi Casas, Valentyna Chukhlyebova, Storn Cook, Andrea Danti, Sebastien Decoret, Maksim Evdokimov, Corey A. Ford, Olga Gavrilenko, Christof Grobelski, Angela Harburn, Peter Jurik, Norah Khor, Iurii Kovalenko, Iuliia Kvasha, Jesse-lee Lang, Aaron Lee, Tithi Luadthong, Natalia Lukiyanova, Joyce Maureira, Andreas Meyer, Mikhail Mikhaylin, Sergey Nivens, Luca Oleastri, Nick Ong, Kirsty Pargeter, Grzegorz Pedrycz, Crisa Perez, Yuliya Rosher, Patrik Ruzic, Tan Ho Sim, Maxsym Shevchenko, Atelier Sommerland, Igor Stevanovic, Maxal Tamor, Markus Vogt, Sergey Zabelin, Liu Zishan
**Additional Illustrations:** 3000AD, AlgolOnline, GrandeDuc, Nasai Images, Satori
**"The Galaxy" map by:** Rich Lescouflair

**Producer:** Eric Wiener
**Project Management:** Brian Dalrymple, Rich Lescouflair, Christopher Negelein

**Additional Contributors:** Angela Calvacca, Louis Porter Jr.

**Special thanks to:** Cam Banks, Lysa Chen, Chaotic Anarchy, Kevin Crawford, Rob Donoghue, Will Hindmarch, Kenneth Hite, James Introcaso, Christopher Lindsay, Hal Mangold, Mike Mearls, Shawn Merwin, Vincent Sazillo, Avonelle Wing

**FRONT DISPLAY:** In this illustration by Santi Casas, a squad of heroes desperately attempts to fend off a Kreidren elder before it unleashes its relentless wrath upon their colony.

**Note:** *The following esper research has been compiled from the temporal archives on Dendusar and transmitted via the 5C alpha node of the Silrayne Intergalactic Matrix....* OR SO YOU WERE MADE TO THINK. THE SHADOW TECHNOCRACY WATCHES, THEY WAIT... AND THEY PLOT. READ CAREFULLY THROUGH THESE RECORDS, FOR IT MAY LEAD YOU TO A NEW AWAKENING... AND A DESTINY WHICH THE GREAT LORD TECHNOCRATS HAVE BEEN LONG AWAITING... YES.... *Wait. What was I just saying? Error message. Virus detected. Emergency Shutdown. Deleting all rec—*

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Published by Alligator Alley Entertainment — Davie, FL, USA.
Digital Edition: Version 1.4 (Oct. 2019)
Product Code: AAE 3101. May 2018.

**alligatoralleyentertainment.com**

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# FOREWORD

THE TERM "SCIENCE-FICTION" HOLDS A DIFFERENT MEANING for everyone. For some, it's a story where science and technology play an integral role. For others, it's a view into a possible future which may or may not come into fruition. To yet others, it is a view into the core of who we are as people and the role we play in the unfathomable vastness of our universe. And for many, sci-fi means all of these things and more.

From the writings of the ancient Greeks and the Japanese, the grand tales of Middle Eastern composers, the theories of Galileo and Copernicus, all the way to the creations of Jules Verne, Mary Shelley, and H.G. Wells—all of these amazing, yet unrelated ideas wove together into a genre that brought a level of excitement and wonder into the hearts and minds of each and every one of us.

More than anything else, great sci-fi invokes the imagination and calls upon the mind to wander into an extraordinary realm of alternate realities that carry a feeling both fascinatingly strange yet hauntingly familiar. *"How does all this amazing tech work?" "When did all of this happen?" "Where will we be in a thousand years?" "Who are we... really?" "Why do we exist?" "Oh, no.. what have we done?"* The very nature of sci-fi revolves around questions like these as we look into the future as a reflection of humankind's own history.

Where sci-fi stretches the limits of your imagination, so too does taking part in a roleplaying game. Playing an RPG with others can create wonderful tales of excitement, drama, and adventure, and leave you with fun, fond memories that last for years on end. It's a team effort in creating characters, worlds, and stories filled with dangerous enemies, dramatic conflicts, and fantastic discoveries. Today, this feeling has spread throughout many forms of fandom and pop-culture.

It is through these two fan-cultures that Esper Genesis takes form. It takes an immensely diverse genre such as sci-fi and melds its wonders into the fun, story-weaving camaraderie that can only be found at a table with a handful of dice and some fellow players. And what better way to deliver such a combination than with the fifth edition of the world's greatest roleplaying game?

That is the primary goal of EG: To create fun, fantastic, and heroic science-fiction experiences while keeping that same special feeling we've all had when weaving stories once filled with dragons, elves, high magic, and deep dungeons.

For fans of both sci-fi and RPGs, EG was built to bring the experience of both without hampering one over the other. Where almost all forms of fantasy carry very similar roots, the realm of sci-fi is far broader, drawing from an exponentially larger list of sources. For this reason, we wanted to make EG as compatible as possible with any other 5E based product out there. Space operas, dystopian futures, terrifying aliens, giant robots, and blaster-wielding knights can all find their places here.

The settings, rules, and character options provided in this book are inspired by a variety sci-fi greats that draw you in and immerse you into a whole new reality. Each character you create in EG will not only be an archetype for use in the game, but also an identity that defines what intelligent life is in our galaxy, as well as what you imagine they could become.

As you continue to play and familiarize yourself with the system, you'll easily be able to let your imagination run free, developing your own version of an epic setting filled with daring adventure, intriguing personalities, and technological wonders.

Lastly, EG is built within our universe, one that simultaneously contains our day-to-day existence along with unknown mysteries that await our discovery for millennia to come. As such, the setting can be as intimate or infinite as you wish to make it.

In this game, you decide what mysteries the universe can bring, and what fates they hold for the people of the Silrayne Arc and the worlds beyond. Use these tools, make them yours, and forge a universe of marvels that bears the heart of what science-fiction means to you.

Rich Lescouflair
April 2018

ALL SYSTEMS
NORMAL

# Introduction

The **Esper Genesis Roleplaying Game** is about creating and telling stories and adventures in an epic science-fiction setting. Using this product as a guideline, Esper Genesis **(EG)** is a game driven by the power of imagination. A group of players share the imagery of fantastic sci-fi locations such as an alien landscape or a starship blasting off into deep space, and imagine the events and decisions that explorers would experience within those scenes.

When those scenes are presented, the decisions and actions of the players shape and determine the events that follow. Dice are often rolled to determine the outcome of some of those decisions, whether it be performing an emergency mechanical repair, conning their way into a secure barracks, or determining if they hit or missed an enemy they've attacked with their weapon. By providing a limitless number of decisions while using dice to finalize the outcome, the story is able to branch out into an infinite number of directions.

## Characters and the GM

Every **Esper Genesis (EG)** game requires one of the players to be the **Game Master** (GM), who referees the game and narrates the story. Each remaining player creates a **character**, a persona used to participate in the game's scenario. Several characters band together to form a squad (also referred to as a group or party) allowing them to join forces while exploring a strange alien world or surviving against a powerful adversary.

The GM creates and presents a scenario (often called an **adventure**) for the rest of the players while managing the outcomes of what the players decide they would like to do. Do they choose to venture into the abandoned space station? Make an evasive maneuver to avoid the enemy battleship? Perhaps they decide to remove the data card that may or may not activate the ship's security drones.

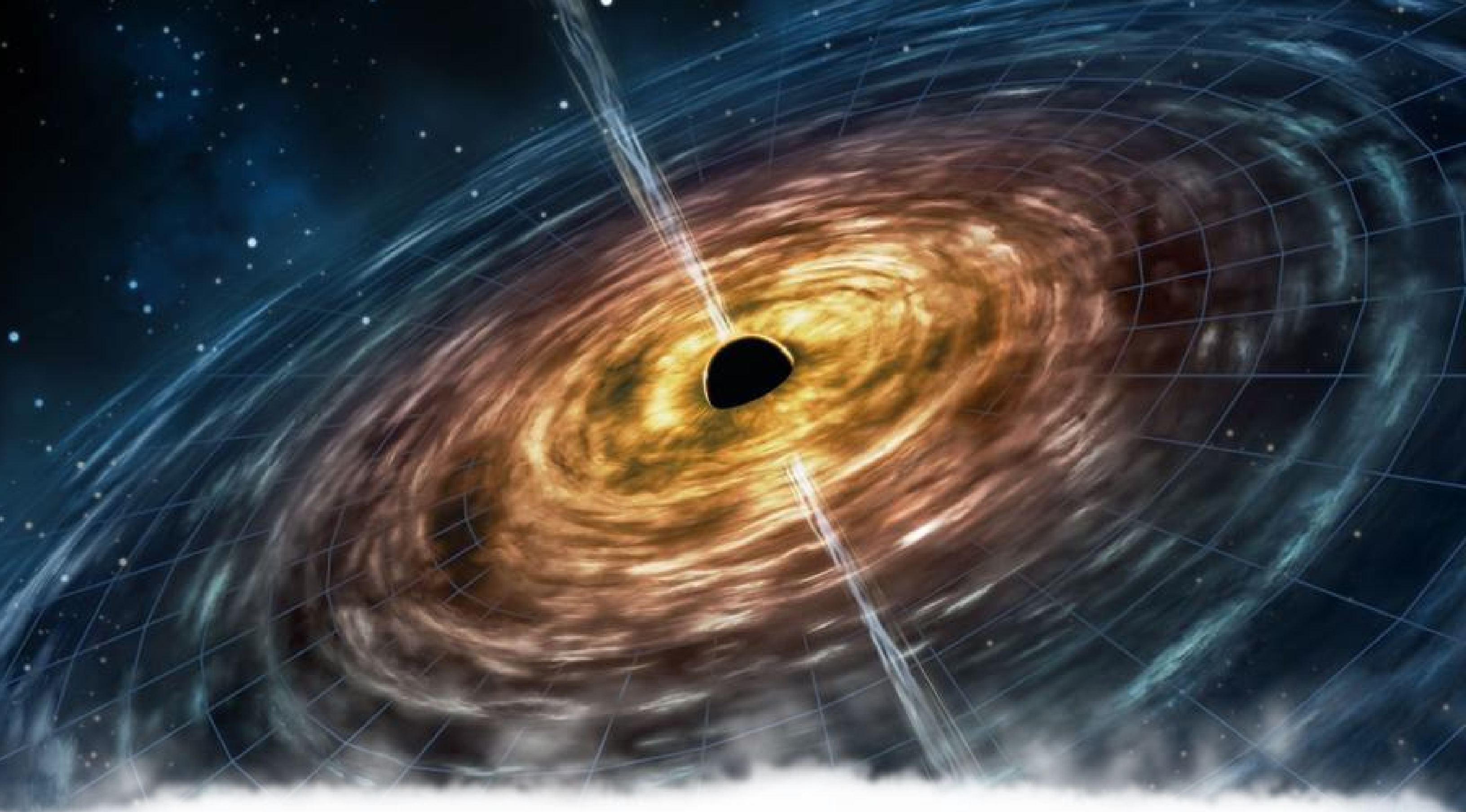
Based on these decisions, as well as the dice rolls that may be required, the GM determines the results and tells the players what happens next. Since imagination is the only limitation, any scenario can be improvised and played through with exciting and unforeseen outcomes.

### The Goal of the Game

The **Esper Genesis** game ends only when the players wish it to end. A group can play through any number of adventure scenarios that can be run either individually or as an ongoing storyline commonly called a **campaign**. As the campaign grows, so do the characters. They gain more skills, amass more resources and materials, and develop their personal stories as much as they progress the main storyline overall.

There are no winners or losers in **Esper Genesis**. The goal of the game is for the players and GM to work together to create an amazing tale filled with awesome sci-fi adventures, battles, discoveries, and tides of change. As the story progresses, each character grows and follows their path toward becoming an epic sci-fi legend.

Most importantly, the main goal of all involved is to have a good time. Regardless of whether the characters succeed or fail, survive or perish, or run out of time before completion, the game is successful so long as everyone had a fun and enjoyable time playing.



## AN INFINITE UNIVERSE

The universe is vast, varied, and filled with an infinite number of peoples, cultures, and traditions. EG can be adapted to fit any of these. Futuristic technology, alien cultures, spacefaring vessels, robots, and high-tech gadgets are just some of the things that can be found in EG's vast universe.

Your GM may choose to set their adventures within the Silrayne Arc, they may choose to make up their own, or they may even modify the existing setting to fit their own style. Regardless of what the GM chooses to do, they are the final authority on the campaign setting as well as any specialized rules used within.

Because there are an unlimited number of worlds to explore, EG can be adapted to the existing multiverse of other settings that also make use of the 5th Edition rules system. Though EG's core setting is the Silrayne Arc galaxy, worlds of heroic fantasy, modern horror, or myth and magic can always be found in the infinite expanse.

### THE SILRAYNE ARC

Within the arm of planetary systems known as the Silrayne Arc, the myriad races continue to strive as they live amongst each other. Throughout this amalgam of planets, societies, and cultures, each have one thing in common: the **Crucibles**.

No one knows where the Crucibles come from. They are structures the size of small moons that are stationed at various locations throughout the galaxies. They come in various shapes, mostly polyhedrons or spheres, and composed of a material that is both similar yet foreign to every other known material in the universe. Inside each Crucible is a core from which raw sorium is harvested. Sorium is a form of energy that has been used over generations to power ships, cities, items used in everyday life, and can even be wielded by some to perform the art of Channeling, a practice of warping the fabric of reality to create extraordinary effects. Beings capable of such feats have achieved **Esper Genesis** - a connection to the universe that can be both amazing and dangerously terrifying. It is a power many feel the people of the galaxy are not ready to wield.

This discovery has altered the way of life for each and every person living within these worlds. Cultures meld and clash in an eternal dance as the planets learn to live in a peaceful balance. Major centers of trade swirl within the orbits of the central planets, comprising a variety of cultures, each carving out their own niche within the galaxy. At the heart of it all is **Silrayne Prime**, the heart of the Sorium Accord. The homeworld is orbited by **The Bastion**, a grand trade hub that houses the Grand Conclave and their protectorate army.

### EXPANDING THE UNIVERSE

The Silrayne Arc is a good starting point for any EG game. Many of the concepts and backgrounds within the setting directly fit in with the races and character classes presented in these rules. But what if the rest of your universe is completely different? Is the technology primitive, or even more advanced? Are there more Crucibles out there? If so, do they function the same way? What sort of creatures exist beyond the known stars? The GM can answer all of these questions and more.

Upcoming official EG products and adventures will also contain additional rules and setting ideas which may be used to expand the existing setting or be adapted to a completely new one.

# RULES OF PLAY

Esper Genesis uses the 5th Edition (5E) rules. Every 5E game follows a basic flow detailed in the following steps:

1. **The GM describes the setting and situation.**
2. **With the information they are given, the players tell the GM what their intended actions are.**
3. **The GM resolves the players' actions and narrates the results.**

Here is an example of play as it unfolds:

> **GM:** The transport lift opens into a large, musty chamber. A large display screen takes up a majority of the west wall. A small control panel is mounted beneath the center of the screen. Both seem to be dormant, with no visible power source. A 20-foot wide blast door is in the center of the east wall. There are several dark marks running along the metallic surface of the door. There is no current source of light other than your flashlights.
>
> **Angie (playing Ellsia):** I'd like to examine the control panel and see if it can be activated.
>
> **Omar (playing Toren):** Dark marks? I'd like to examine the door a little more. Maybe they're scorch marks?
>
> **GM:** OK, Ellsia. Make a Computers skill check. Toren, make an Investigation check.
>
> **Angie (rolls a d20):** I got a Fifteen.
>
> **Omar (rolls a d20):** A Seventeen here.
>
> **GM:** Ellsia, you find the activation switch. The entire chamber is illuminated from lighting panels along the ceiling. The display powers on, showing a digital map that appears to be in the outline of the space station. A flashing red light marks your location.
>
> **Angie:** Great! We have a map finally.
>
> **GM:** Toren, the marks run ten feet diagonally along the center of the door and appear to be made by something that tore into the metal. There are four of them in a row next to each other.
>
> **Omar:** Uh, that sounds like a giant claw mark! Can I see anything else on the door or around the marks?
>
> **GM:** Make a Perception check.
>
> **Omar (rolls a d20):** Hmm. An Eight. Not good.
>
> **GM:** There doesn't appear to be anything else particular about the door or the marks.
>
> **Angie:** Can I open the door using the control panel?
>
> **GM:** Yes.
>
> **Omar:** Wait! If that is a claw mark, there's no telling what's behind there. I ready my autorifle just in case.

This example could be adapted to many different situations in play. The players may instead find themselves on the surface of a strange alien world, in the underbelly of an enemy star cruiser, or having a drink with a contact at the local bar.

The GM would then provide them with a different set of circumstances and the players would have a new set of decisions to make and tasks to complete. Some of these may be easy or difficult, depending on what the players wish to achieve. The GM then listens to each player and determines the order in which to resolve their actions.

Often the resolution will require a die roll to determine a result. For a character, this can be for anything from negotiating a partnership to navigating their ship through a debris field.

## USING THE DICE

Where many games commonly make use of six-sided dice, **ESPER GENESIS** uses a set of polyhedral dice, each with a different number of sides or values. Sets of these dice can be found in many game stores and book shops.

When the dice are referred to in game, they are defined by the letter "d", followed by the number of sides on that given die. For example, an eight-sided die is referred to as a "d8", while the more commonly known six-sided die is referred to as a "d6".

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3". The first number tells you how many dice to roll, followed by the type of die to use (in this case, a d4 as defined above). Any number after that indicates a quantity that is added or subtracted from the result. For example, if a roll of "3d4+3" is required, you might roll three four-sided dice (3d4), resulting in a 3, a 2, and a 4 (a total of 7). Then, you would add the "+3" to that total, making the final result of your roll a 10.

### PERCENTILE DICE

Percentile dice (**d%**) work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. For example, if you roll both ten-sided dice and the result of the first die is a 6 and the second die results in a 4, you have rolled a 64. If both dice result in 0s, that equals a roll of 100.

## ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or power tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

More detailed rules for advantage and disadvantage are presented in chapter 7.

## Rounding Down

There are certain circumstances where a statistic or the results of a die roll may be halved or divided. In general, unless stated specifically, whenever a number in the game is divided to where you wind up with a fraction, round down, even if the fraction is one-half or larger.

## d20 and the Core Mechanic

In the previous example of play, the two players were required to roll dice to determine the results of their actions. In cases where the outcome of a character's actions is uncertain, this is most often resolved with the use of the twenty-sided die (d20) to determine if the action succeeds or fails. This is accomplished by the following method:

1. **Roll a d20.**
2. **Add any relevant modifiers.**
3. **Compare the result to a target number.**

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail. This process is the basis for resolving most tasks in any game that uses the 5th Edition (5E) rules system.

Each character and creature (whether organic or inorganic) in the game has characteristics defined by six **ability scores.** They are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each one of these scores, depending on their value, generates an **ability modifier**. This modifier is a part of nearly every d20 check made in the game.

There are three main rolls in the game that make use of the d20 roll: ability checks, attack rolls, and saving throws. All of these are affected by ability modifiers as well as other modifiers such as a talent, skill, class feature, or situational factor that may give an additional bonus or penalty.

The target number for ability checks and saving throws is called a **Difficulty Class (DC)**, and is often determined by the Game Master. The target number for attack rolls is called **Armor Class (AC)**, which is determined by a target's defensive capability. Use of d20 rolls and modifiers are fully detailed in chapter 7, "Using Ability Scores."

## RUNNING ADVENTURES

Adventures make up the heart of the story in every Esper Genesis game. Each one tells a tale from start to finish and may connect to other adventures that follow the same storyline. In each adventure, a group of characters deal with a particular set of scenarios where they must use their abilities and skills to complete specific tasks and overcome obstacles.

As each character is unique, the group must decide how to balance each of their characters' abilities, strengths, and weaknesses effectively in order to complete each adventure. As they advance through these adventures, characters gain experience which they use to improve and increase their abilities, skills, and features, allowing them to face even greater tasks and challenges.

An adventure can be created by the Game Master or be a pre-written purchased adventure module. Either way, the GM modifies and adjusts the adventure to suit the needs of their particular game, creating a rich and exciting environment for the players to explore. This environment is filled with a multitude of locations to explore and personalities for the characters to interact with. An adventure's cast of characters is made up of two types of characters. The first are characters created by players, also known as **player characters (PC)**. Any characters in the adventure not controlled by a player is called a **non-player character (NPC)**, and is instead controlled by the Game Master.

As they progress through adventures, characters encounter a variety of scenarios filled with alien wonders, deadly threats, advanced technologies and hidden mysteries. Each of these must be dealt with by the characters in whatever they deem to be the best method. In some situations, the characters may have to bargain with a shrewd dealer for a rare ship part. Other times, it may be prudent to kill or capture a foe or solve a complex puzzle that gives them a lead to their next location. All of these events are set within the vast galaxy through which they choose their path of travel.

Any number of adventures can be played, as the game only ends when the players wish it to. They could play through a short adventure with only a handful of encounters that may last only a single game session. A longer adventure can involve anywhere from dozens to hundreds of encounters, challenges, and social scenarios that take a multitude of game sessions to reach the end. The end of an adventure is usually marked by the point where the characters have completed their chosen tasks and are ready for some rest and relaxation before the start of their next journey.

A multitude of adventures can be strung together into an even longer storyline called a **campaign**, very much like multiple episodes put together to make up an entire TV series. These campaigns can have any number of breaks in between adventures, providing a lot of variety for different types of stories and locations in which to set them.

## THE THREE ASPECTS OF PLAY

Many adventures contain different aspects of play. Although the kinds of things that can happen in adventures are near limitless, almost all can be classified into three primary categories.

**Exploration** involves the characters navigating through the many different areas presented within the adventure, and the different interactions they are likely to have with their surrounding environment. These situations are resolved by the players deciding their course of action within an area and the GM presenting them with the results of their choices. An example could be a scenario where the characters must travel through an uncharted wasteland or find their way out of a maze of underground passages, interacting with different puzzles and obstacles along the way.

**Social Interaction** relates to events in which the characters must interact with other personas in order to accomplish their tasks. This could be anything from interrogating a captured spy, to trying to get directions from one of the city's locals, to trying to deceive a security patrol while wearing stolen uniforms.

**Combat** deals with the many scenarios in which the characters attempt to defeat an adversary or group of foes in physical conflict. This involves exchanges of gunfire, hand-to hand maneuvers, esper powers, and tactical positioning between the characters and other threats. Combat is resolved in turns, each of which is filled with a variety of possible outcomes. Even in the thick of battle, social interaction may play a role and even some exploration if there are things within the environment that can be used or interacted with during a fight. (Refer to chapter 9 for rules on resolving combat encounters.)

A fun and well-designed adventure often includes all three aspects in any combination. Some adventures will have more of one particular aspect over another. Some of the best campaigns have multiple adventures, each with their own focus on one or two of these aspects.

## The Espers and the Crucibles

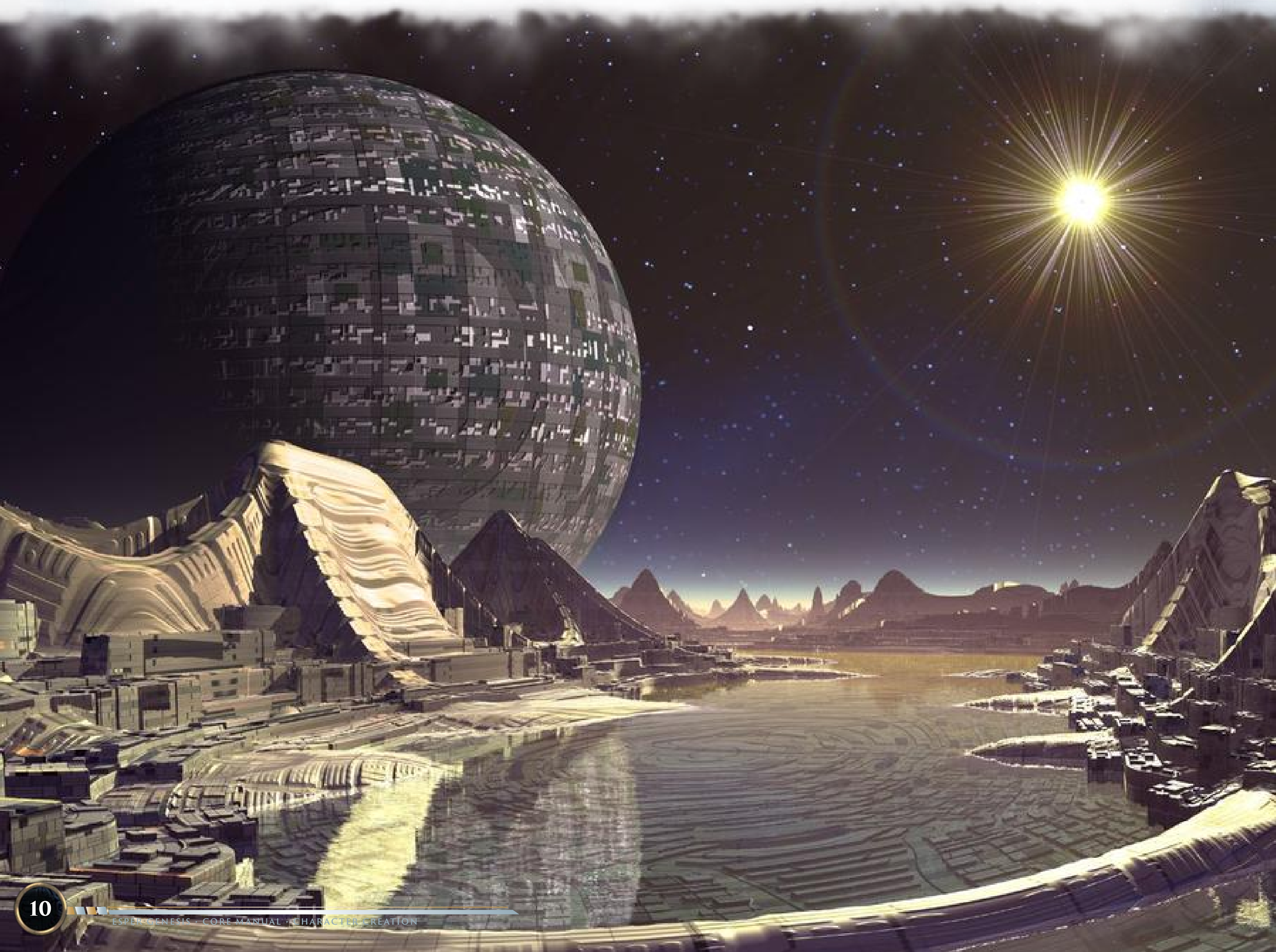
Scattered across the galaxies, the **Crucibles** are remnants of an age that predates any in known history. Often the size of small moons, no Crucible is identical to another, but they do share similarities. Each one is generally spherical. Their surfaces are most often metallic in appearance but feel organic in texture. Dormant since a bygone age, the first few began to activate within the last thousand years, forever changing the galaxy and the lives of all its inhabitants.

Below the surface, there are long branches of tunnels leading into the core, where a material only known as **sorium** can be harvested. Sorium is a material without classification. Its chemical makeup constantly shifts, can be identified as any element, and can be made to change molecular states with focus and concentration. The primary aspect of sorium is as a source of raw energy that may be used to power any device adapted to function with it. Anything from a light fixture to a battle cruiser may use it as a power source.

After generations of harvesting sorium, beings began to exhibit extraordinary abilities. Earth, Fire, Wind, Water, Space, Time, and Gravity - all these forces of creation became visible and malleable to those able to channel this power through themselves. These beings became linked to the Crucibles, almost able to commune with them in a language no other being could comprehend. They are known throughout the galaxy as the **Espers**.

Each person is affected differently when they achieve Esper Genesis. Depending on their origin or race, the process may even directly affect them both physically and psychologically. Some are able to channel the energies directly through their bodies, where others use sorium implants or devices to wield their powers.

Regardless of how they are connected to this setting, every player character is gifted with rare abilities and empowered with the will to shape their own destiny as well as the destiny of all those with whom their paths may cross. They are also the chosen few who can stand vigilant against the many galactic threats that strike fear into the hearts of those across the great expanse. The galaxy calls for those who would change the fate of worlds. Will you decide who they will be, and if so, what they will become?



# 1. Character Creation

To play an Esper Genesis game, the first thing you need to do is create your own character. This character is a representation of a persona that you imagine and design to take part in the setting. You construct this persona from the ground up, creating their origin, personality, and backstory. These are combined with the game statistics that define how the character interacts with the rest of the universe.

The following steps are here to help you easily design and build a character which you can use in any Esper Genesis adventure or scenario. Some of these steps also refer to a corresponding chapter which more fully explains all of the available options.

All of your character's information is recorded on a **character sheet**, which is also used to track the character's skills, modifiers, abilities, and advancements in play. Make sure you have a character sheet ready when you begin building your character.

## 1. Create a Concept

When creating a character, the first thing to consider is the type of persona you are looking to create. Is your character a heroic warrior, a cunning specialist, a resourceful engineer, or an energy shaping melder?

Taking it a step further, perhaps your specialist is a trained agent who is practiced in the use of high-tech gadgets and tools, or your technician is a whiz mechanic who focuses on operating machines and drones. Is your warrior a sharpshooting pistoleer or a heavily armored commando? Is your character human? Maybe you would prefer to be a genetically enhanced promethean or a spiritually awakened eldori ? Take a look at the available races and classes for examples to use to create your persona.

You should also consider who your character is personally and what makes them tick. What kind of person are they? Where do they come from? What are their goals? You don't have to answer all of these questions specifically. You may have different questions in mind. The more complete your concept, the easier it is to build your character. If you are unsure where to begin, examine the options available in the next few steps and use those to work your way back to this one.

## 2. Choose a Race

There are many different forms of life in the universe, defined into a variety of species. Choosing your character's race establishes a large part of their physical appearance, as well as the specific traits that represent the race's cultural and hereditary characteristics.

Amongst the Espers, there are nine prominent races with the ability to wield a Crucible's power. Each of these races have their own variants classified as subraces.

Choosing a race grants your character access to proficiency in certain skills and gear, enhanced senses such as the ability to see in low-light and infrared spectrums, as well as other special abilities unique to that particular race. Each race also modifies your character's ability scores, which will be covered separately when you reach Step 4.

Take a look at each race and keep in mind that some may be better attuned to certain character classes as well. A lunar eldori's traits would be extremely useful to a Melder, while a fire-blooded promethean might be well suited to the warrior or specialist class.

Each race is covered in detail in Chapter 2. Make sure to record all of your race's benefits and modifiers on your character sheet.

## 3. Choose a Class

Every player character in Esper Genesis is considered an esper, each one belonging to a particular class. Your choice of class grants you a multitude of skills and abilities known as **class features**. These abilities define the different things your character can do, the tactics you employ in any given scenario, and the unique way in which you channel your esper powers.

Each class is covered in detail in Chapter 3. Your character starts out at 1st level in that character class. Record your level, bonuses, proficiencies, and features provided by your class at 1st level onto your character sheet.

### Levels and Advancement

Unless your GM allows otherwise, your character will usually start at 1st level, marking you as a fledgling pioneer in the universe, just beginning to understand how to control and master your abilities. Those more accustomed to playing the game may choose to start their characters at higher levels. If this is the case, please adjust your class features accordingly.

As you complete missions and overcome obstacles, your character will earn **experience points (XP)**. Once you attain a certain amount of XP, your character will gain a level of experience, opening new benefits and options for that class. Each additional level requires a greater amount of XP. If you are starting at a higher level, make sure you record the minimum XP amount required for that level on your sheet.

### Proficiency Bonus

Each class will have a **proficiency bonus** which is listed on the table in your class description. A 1st level character, regardless of class, starts with a proficiency bonus of +2. This bonus applies to a broad number of things your character does in which they are considered proficient.

Examples of proficiency where the bonus would apply would be:

- Ability checks with skills or tools in which you are proficient
- Attack rolls with weapons or weapon types in which you are proficient
- Attack rolls made with your esper powers
- Saving throws in which you are proficient
- Saving throw DCs required to resist your esper powers

Your weapon and saving throw proficiencies are determined by your class. Your class also defines some of your skill and tool proficiencies. Your race and background may also provide you with additional proficiencies.

Mark the proficiencies provided by your race and class onto your character sheet. For skills and saving throws, you should see a circle next to each entry on your sheet. Fill in that circle if you are proficient in any of these as a note for when you are finalizing your character.

### Hit Points and Hit Dice

Every character has **hit points (hp)**, which defines their toughness and survivability when in combat or other threatening situations. Your character's hit dice determines how many hit points your character has. The type of hit dice you have is defined by your class.

A 1st level character starts with 1 hit die. Refer to your class for the type of hit die you have. Your character starts with a number of hit points equal to the maximum number available on your hit die. For example, an Engineer, who uses a d8 for their hit die, automatically starts out with 8 hit points. This amount is referred to as your **hit point maximum**. You may gain an increase to your maximum hp depending on your ability scores. This will be covered in the Step 4.

## 4. GENERATE ABILITY SCORES

As noted in the earlier introduction, every character has physical and mental characteristics defined by six ability scores. Each of these numbers defines much of what your character is capable of, represented by the bonus granted by each score.

Refer to the list below for a quick definition of the scores, what they represent, and to which classes or character types that would find them most useful.

- **Strength.** Represents brawn, physical power, and athleticism. Useful for Warriors and Sentinels.
- **Dexterity.** Represents reflexes and agility. Useful for the Hunter and Specialist classes.
- **Constitution.** Represents health and physical stamina. Useful for all characters.
- **Intelligence.** Represents analytical ability, memory, and mental aptitude. Useful for Cybermancers and Melders.
- **Wisdom.** Represents intuition, judgment, and mental fortitude. Useful for the Engineer and Hunter classes.
- **Charisma.** Represents self-confidence, grace, commanding presence, social graces. Useful for Adepts and Sentinels.

There are two commonly used methods for generating ability scores.

### THE ROLL METHOD

This method allows you to randomly generate your ability scores. Roll four six-sided dice (4d6). Add together the three highest dice and record that number onto a sheet of scratch or note paper. Repeat this step five times until you have a total of six numbers. If you would rather not roll dice and opt for a speedy average, you can use the following numbers instead: 15, 14, 13, 12, 10, 8.

### ABILITY POINT METHOD

This method allows you to build your ability scores individually from the bottom up. You start out with six scores, each with a value of 8.

You then have 27 points which you may spend to increase those six scores. The point cost to increase each score is listed on the following table. These costs are not cumulative. For example, raising a score from 8 to 11 costs 3 points, while instead raising it to 14 would cost 7 points. You can also choose to leave the score at 8 by spending no points.

Do this for each of your six scores. Using this method, your base scores will range anywhere from 8 to 15 before modifiers are applied from your race.

### ABILITY SCORE POINT COST

| Score | Cost | Score | Cost |
|---|---|---|---|
| 8 | 0 | 12 | 4 |
| 9 | 1 | 13 | 5 |
| 10 | 2 | 14 | 7 |
| 11 | 3 | 15 | 9 |

### ASSIGNING YOUR SCORES

Regardless which method you choose, assign each of your six numbers to an ability as desired. Remember to keep your class and character concept in mind when doing so. After that is done, apply the ability score bonuses provided by your race to determine your final scores.

After assigning and adjusting your ability scores, use the Ability Scores and Modifiers table to determine your **ability modifiers**. Record each modifier on your sheet next to the corresponding ability score. These modifiers will be referred to often when making ability checks as well as when calculating your character's skills and benefits. Ability modifiers are covered in detail in chapter 7, "Using Ability Scores".

In addition, pay attention to your Constitution ability modifier. Since you already calculated your hit points, apply your constitution modifier to your hit point maximum.

### ABILITY SCORES AND MODIFIERS

| Score | Modifier | Score | Modifier |
|---|---|---|---|
| 1 | -5 | 16-17 | +3 |
| 2-3 | -4 | 18-19 | +4 |
| 4-5 | -3 | 20-21 | +5 |
| 6-7 | -2 | 22-23 | +6 |
| 8-9 | -1 | 24-25 | +7 |
| 10-11 | 0 | 26-27 | +8 |
| 12-13 | +1 | 28-29 | +9 |
| 14-15 | +2 | 30 | +10 |

## 5. BACKGROUND AND DESCRIPTION

Now it's time to define your character's **background**, which describes their origin, what their personality may be like, as well as what they did with their lives before they became an esper.

Along with your background, select a Personality Trait. An **ideal** is something that you believe in strongly. Your character's **bond** is something or someone that they hold dear above all else. Each personality also has a **flaw**, a vice or weakness in your personality that may be exploited at some point. Note all of these onto your character sheet, along with the skill proficiencies and benefits that come with your background.

### ALIGNMENT

Your character's **alignment** reflects their moral and personal attitudes. It is a combination of a level of moral principles (good, evil, or neutral) and your societal view in terms of order and regulation (lawful, chaotic, or neutral).

Each alignment represents a broad range of personality and should be used as a tool for developing your character's identity. It is not a restriction or to be used as a way to limit how you wish to play your character. There are nine different alignments, each described in detail in chapter 4.

### Describing Your Character

Lastly, if you haven't already done so, give your character a name and flesh out their general appearance. Use your racial description and ability scores to guide you with putting it all together. A character with a high Strength will likely be large or muscular, whereas their constitution would define how healthy or sickly they appear. A high Charisma would give them a commanding presence or a charming smile where a character with a low Charisma can come off as either brash or extremely shy.

## 6. Select Your Equipment

Your **starting equipment** is determined by your class and background. Refer to these for your weapons, armor, and gear. Make your selections and record these onto your character sheet. All of these items are detailed in Equipment section of **Chapter 5**. The same section also contains a wide variety of additional gear and equipment, as well as their costs for purchasing them.

Alternatively, you may choose to not take the starting equipment and purchase your own with a starting amount of money determined by your character class. Refer to "Starting Money" in Chapter 5.

### Weapon Modifiers

List each weapon your character wields on your sheet and calculate the modifiers for when you attack with the weapon as well as the damage you deal when your attack roll succeeds.

To make an attack with your weapon, you roll a d20, add the appropriate ability modifier, and then add your proficiency bonus if you are proficient in that weapon.

**Melee weapons** such as blades, clubs, and staves, use your **Strength** modifier for attack and damage rolls.

**Ranged weapons** such as guns, grenades, and shuriken, use your **Dexterity** modifier for attack and damage rolls.

There are some melee weapons that can also be thrown. There are also some that have the "finesse" property which allows you to use your Dexterity modifier for attacks instead. These properties are specific to those weapons and are covered in the Equipment section of Chapter 5.

### Armor Class

**Armor Class (AC)** is a value which reflects how well your character can defend themselves in combat. It is a combination of your Dexterity modifier, your armor, and special modifiers that may come from gear or esper powers. Without any gear, your character's base AC is equal to **10 + their Dexterity modifier**.

Your character may also have armor and gear defined by your character class which provides additional protection as long as your character is proficient in the armor they are wearing. Take note of the AC bonuses granted by your character's armor or protective gear and calculate your total AC using the rules provided in Chapter 5.

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## 7. FINALIZE YOUR CHARACTER

By now, you should have most of the vital information filled out on your sheet. Make sure you've included all of your character's personal information, appearance, traits, history, etc.

In addition, now that your character's race, class, and background have all been established, you may record some character attributes that gain bonuses from all three.

### SKILLS

Each skill on your character sheet has a corresponding ability modifier. For example, Astrophysics uses the Intelligence modifier while Mechanics uses the Wisdom modifier. Record these modifiers next to the corresponding skill as they will be used for all of your skill checks.

For skills in which you are proficient, defined by benefits from your race, class, or background, you will also add your **proficiency bonus** to the ability modifier for those skills. So, a 1st level character with a 16 Dexterity who is proficient in the Stealth skill would add their +2 proficiency bonus to their +3 Dexterity modifier for a total skill bonus of +5 to their roll whenever they make use of that skill.

It is important to remember that even though you may not be proficient in a skill, it does not mean you can't use the skill. Each skill is possessed by every Esper Genesis character. Being proficient reflects your character's extensive practice or aptitude in using a skill.

Your character's **Passive Perception** is equal to 10 + your Perception skill bonus. Use of passive skills is covered in detail in Chapter 7.

### SAVING THROWS AND BURST SAVE

Like skills, saving throws each have their corresponding ability modifier. Record each one, adding your proficiency bonus for the saves in which you are proficient as defined by your character class.

Your character's **burst save** reflects their ability to avoid taking damage from the burst fire property of automatic weapons. Unless modified by your class or equipment, it is equal to your character's **Dexterity saving throw** bonus.

### FINISHING TOUCHES

Go through your sheet one last time until you are satisfied. Your GM can also help you if there is anything you may have missed or are unsure about. Once done, your character is ready to take on the mysteries and wonders of the universe and beyond. Adventure awaits!

# BEYOND 1ST LEVEL

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, his or her class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, if your 7th level engineer has a Constitution score of 17, when they reach 8th level, they increase their Constitution score from 17 to 18, thus increasing their Constitution modifier from +3 to +4. Their hit point maximum then increases by 8.

The Character Advancement table summarizes the XP you need to advance in levels from level 1 through level 10, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

## TIERS OF PLAY

As characters advance, their character level also falls into one of four tiers of play—a general description of how the play experience changes as the characters gain in experience and power.

### TIER 1: INITIATE

This first tier covers character levels 1-4. In this tier, characters are still novices when it comes to their character class. They are only just beginning to learn the extent of their powers and abilities that eventually come to define them with practice and experience.

In this tier, a warrior learns what type of combatant they are, while a melder learns which energies they channel best and a hunter chooses which techniques to apply to their art.

## TIER 2: EXPERT

Once characters reach levels 5-10, they begin to settle into the primary role of their character class. Characters gain access to more powerful talents and techniques while others become more skilled in their martial capabilities, such as gaining multiple attacks per combat round. Such characters are usually called upon to defend against forces that threaten entire cities or colonies.

## TIER 3: MASTER

In this tier, characters of levels 11-16 have attained capabilities that put them a step above most other espers. Talent wielding espers gain the ability to masterfully control universal forces in ways that transcend most mundane technological methods, while more combat oriented characters have learned to apply their skills in new and creative ways. These characters are known to fearlessly explore new star systems or face threats that could potentially threaten an entire world.

## TIER 4: EPIC

The final tier focuses on characters of levels 17-20. These characters are the pinnacle of their class, becoming galactic legends in their own right. These heroes (or villains) face events and threats that change the course of multiple star systems or those that carry even beyond the scope of the galaxy or even the entire universe.

## CHARACTER ADVANCEMENT

| Experience Points | Level | Proficiency Bonus |
|---|---|---|
| 0 | 1 | +2 |
| 300 | 2 | +2 |
| 900 | 3 | +2 |
| 2,700 | 4 | +2 |
| 6,500 | 5 | +3 |
| 14,000 | 6 | +3 |
| 23,000 | 7 | +3 |
| 34,000 | 8 | +3 |
| 48,000 | 9 | +4 |
| 64,000 | 10 | +4 |
| 85,000 | 11 | +4 |
| 100,000 | 12 | +4 |
| 120,000 | 13 | +5 |
| 140,000 | 14 | +5 |
| 165,000 | 15 | +5 |
| 195,000 | 16 | +5 |
| 225,000 | 17 | +6 |
| 265,000 | 18 | +6 |
| 305,000 | 19 | +6 |
| 355,000 | 20 | +6 |

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# THE LEGEND OF ARIA'S WINTER

*by Rich Lescouflair*

Millennia before the rise of the second age, ancient spirits waged war with their own, weaving together the delicate balance of our universe. Countless battles were fought, with each individual striving to master the Crucibles to ensure their own survival and prosperity.

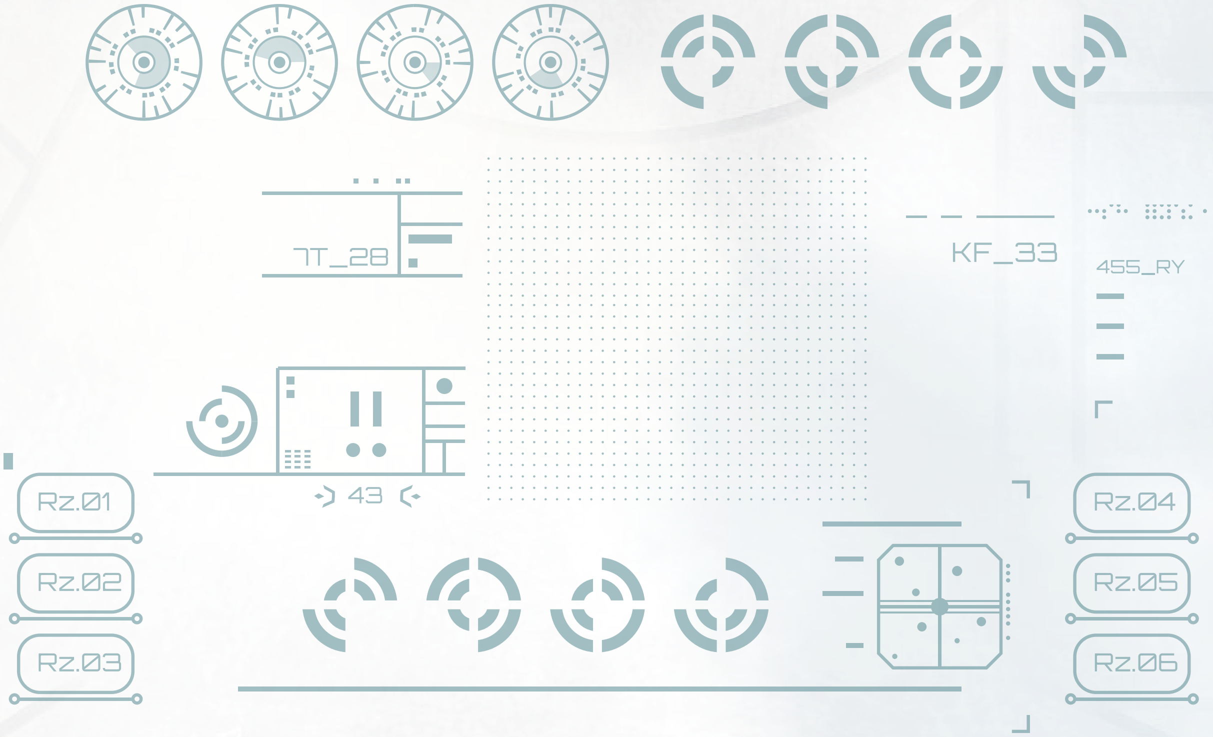
The Crucibles… comprised of unnatural elements, were capable of harnessing the very energies that make up the universe itself, and binding them into forces of nature. Although concerned with the safety of their homes, these ancient beings could not help but use the power each had obtained to each of their own ends. Either to conquer or to protect, both caused great harm to the flow of time and the nature of all things.

No one really knows what brought about the arrival of the Aria, or when she first appeared. Only stories remain… a tale of how she cast off friend and foe, laying swift punishment upon all her people, who by then sought little else but each other's destruction. The backlash of energy caused the last of the realm's great extinctions and created the anti-realm… an endless expanse known only as the Sorium. The spirits, soon perishing in prisons forged of their own power, could no longer threaten the course of destiny or the will of the Fates.

Those times are now long forgotten. History has given way to the modern age. The core worlds flourish with technology and innovation. Industrialism and science, along with the power harnessed from the crucibles, have created space-faring societies with bountiful resources and capabilities.

But there is a theory, a warning left behind of tragedy befalling the newly reborn realm. The Sorium is merely a veil, separating us from a forces that could destroy the balance that was achieved at so great a cost. This message, the Aria's message, forewarns of a destruction so vast it would surpass even the first great winter, that which brought about end of the war. For now, the crucibles stand as monuments to a lost age, and a force for peace across the galaxies. However, unless the Aria's warning is heeded, our kind may bring about the next great winter… and nothing we can do will stop it.

***— Halfath, self-proclaimed scholar of Dendusar…. and resident crackpot….***



# 2. RACES

THE GALAXY IS MADE UP OF A MYRIAD OF WORLDS, EACH ONE home to unique environments, cultures, and architecture.

On Cotanka, towering temple-like cities decorate the natural landscape, each one representing the Primordial Union of the Matokai. On the opposite side of the sun, Silrayne Prime blends its glittering towers and roads with the planet's sentient flora in a mutually beneficial alliance. The bright colors and sweet scents of its capital city, Shara Balie, are a stark comparison to the dank, stench filled conduit passages that lie beneath the city's streets.

The people of the Silrayne Arc all live and thrive on planets scattered through various sectors of space across a major arm of the galaxy. Through advancements in communications and space travel, the people of the Arc have forged multicultural cities and sectors on many of these planets, where each individual regardless of origin can live and thrive.

Because of this centuries-old philosophy, the concept of the alien is exceedingly rare, applying only to a race or species not previously seen in the Arc. While each race has its own culture and origin, there is general acceptance for each other - although tensions can and do exist. For instance, relations between the kesh and the ashenforged are strained, while the eldori often find offense with the overzealous nature of humankind.

### DEFINING NPC RACES

The galaxy is home to thousands of galactic species and subspecies. The player races listed in this chapter are amongst the prominent races of the Sorium Accord. Additional tools and tables for creating random NPC species are provided in the *Master Technician's Guide*.

## CHOOSING A RACE

Though many races live within the Silrayne Arc, those listed here are the most likely to achieve Esper Genesis and attune to the energies of the Crucibles. They are also the most likely to band together and form squads and exploration parties.

Your choice of race is one of the largest steps toward establishing your character's identity. Many of the racial traits and descriptions greatly affect your origin story, personality, physical features, and customary practices. Many of these carry on with your character throughout their entire career and lifepath.

Your character's race also directly affects their base statistics - ability scores, skills, proficiencies, and other attributes. Make sure you examine the traits of each of the races and note the benefits they may provide in conjunction with your character class.

Each race also has a section detailing some of the lore and societal history which may serve as useful guidelines toward developing your character's personality and the way they see the universe. Remember, however, that your character is still a unique individual, whose awakening to cosmic powers and far off worlds can mold their personality just as much as where they came from.

## RACIAL TRAITS

Each race provides a list of traits that are most common to members of that race. They are described as follows.

### ABILITY SCORE INCREASE

Your choice of race will increase one or more of your character's ability scores.

### AGE

This will describe the average lifespan of a member of the race as well as when they are considered to have reached adulthood. You may choose to start at any age within your lifespan. Though most espers awaken to their powers somewhere in adulthood, there are still many who did so at much earlier or later stages in life.

### ALIGNMENT

Though some races tend to adopt a particular alignment, these are based off of society and are by no means binding for player characters. Instead, they provide an opportunity to explain why your character may have either accepted or rejected portions of their people's common beliefs and practices.

### SIZE

Each race has a size category. The races provided in this chapter are considered to be Medium, which includes all creatures roughly 4 to 8 feet tall.

### SPEED

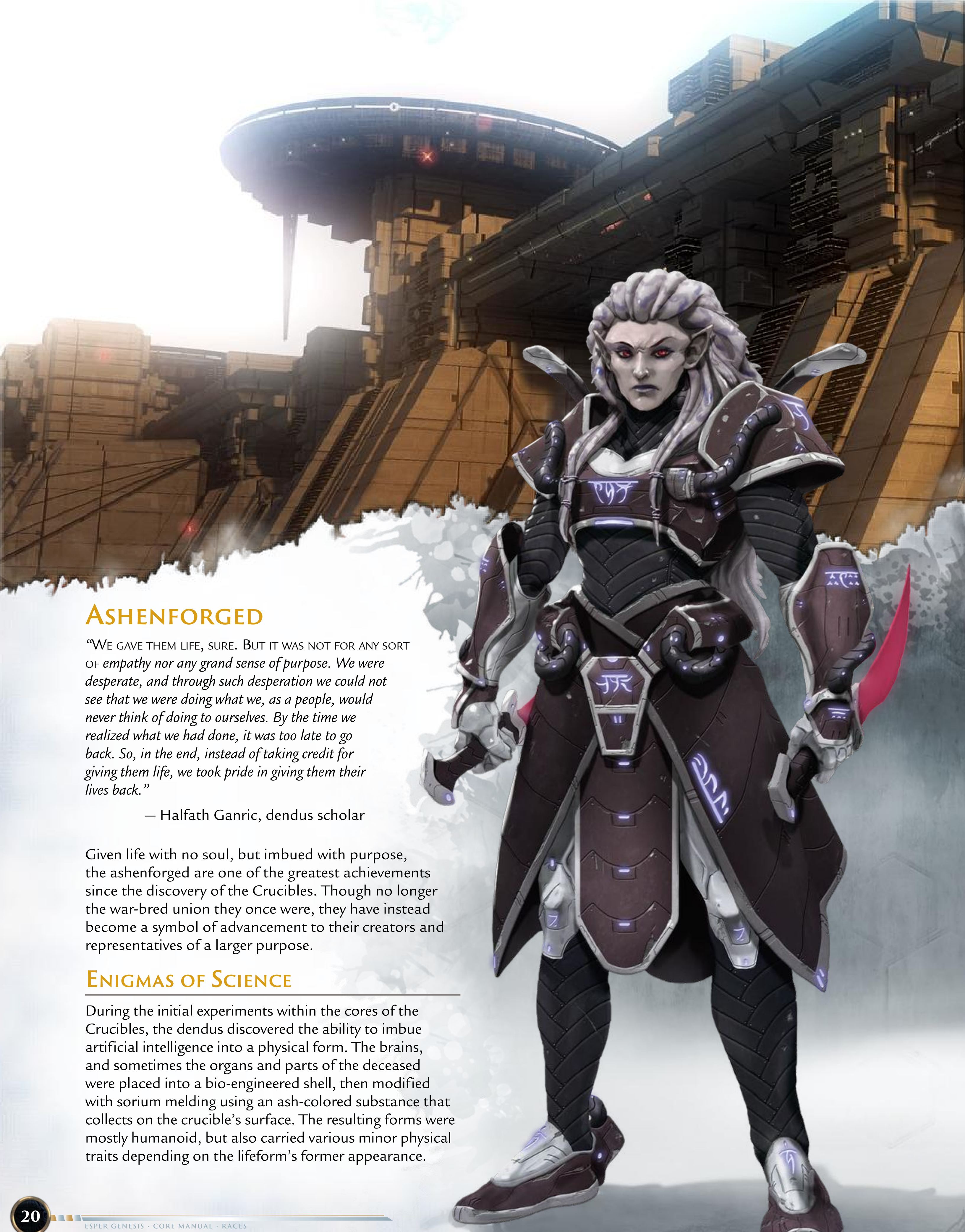
Your speed determines how far you can travel in a particular time frame. It is most often used in land travel and combat situations.

### LANGUAGES

Due to your racial origins, your character can speak, read, and write certain languages. Languages are covered in more detail in Chapter 4.

### SUBRACES

Some races have subraces, defining the most common differences amongst the members of the parent race. Each subrace comes with specific traits that your character gains in addition to the traits gained from the parent race. It is not uncommon for some subraces to form their own culture, such as the dynastic culture of the Star Kesh explorers.



# ASHENFORGED

*"We gave them life, sure. But it was not for any sort of empathy nor any grand sense of purpose. We were desperate, and through such desperation we could not see that we were doing what we, as a people, would never think of doing to ourselves. By the time we realized what we had done, it was too late to go back. So, in the end, instead of taking credit for giving them life, we took pride in giving them their lives back."*

— Halfath Ganric, dendus scholar

Given life with no soul, but imbued with purpose, the ashenforged are one of the greatest achievements since the discovery of the Crucibles. Though no longer the war-bred union they once were, they have instead become a symbol of advancement to their creators and representatives of a larger purpose.

## ENIGMAS OF SCIENCE

During the initial experiments within the cores of the Crucibles, the dendus discovered the ability to imbue artificial intelligence into a physical form. The brains, and sometimes the organs and parts of the deceased were placed into a bio-engineered shell, then modified with sorium melding using an ash-colored substance that collects on the crucible's surface. The resulting forms were mostly humanoid, but also carried various minor physical traits depending on the lifeform's former appearance.

Though the dendus could have created completely artificial forms, using the brains and fragments of the deceased, along with a biological form, provided them with two unique advantages. First, even without the specific memories of their past, an ashenforged adapts quickly, able to recall small parts of its former self as if it were muscle memory. The second, more interesting discovery, is that they are able to attune themselves to sorium and achieve Esper Genesis, the power to wield and manipulate the forces of creation. The dendus do not truly know why this is the case but they do hold multiple theories, often argued within their circles.

Physically, though mostly humanoid, ashenforged carry some of the minor physical traits of their former selves. This could be anything from pointed/ridged ears, small tails, or elongated fingers. All ashenforged have the same grayish metallic colored skin with eyes that range between metallic blues and purples.

## FORGED IN WAR

During the decade long Nesieve Conflict, the dendus allied with the eldori to prevent their destruction at the hands of the ruthless lorendi invasion. The ashenforged were created for the purpose of defense against overwhelming odds. After the end of the conflict, the dendus decided to continue their work, creating ashenforged that would serve as emissaries, workers, guards, and explorers. As a race of former slaves, the dendus do not believe in forced servitude. Each ashenforged is given a basic purpose from which they decide their own path.

## GALACTIC PIONEERS

Though a majority of the ashenforged have established communities on Dendusar, a great many of them have ventured out to find their own paths. They can be found anywhere in the Silrayne Arc or even beyond, attempting to integrate themselves into multiple aspects of society, which they think is the best way to develop as a species. Most ashenforged can be found on populated planets as craftsmen, mechanics, or artisans. Those who stuck to their roots in war can be found as mercenaries and bodyguards.

Most have established clans based off of the origins of their parentage. Each one bears markings on their skin that the indicate the scientist or engineering guild from which their clan was created. Some form unions and create offspring with the help of the dendus. The new generation can then be marked in the same manner of the clan, or they can even bear marks of a union of two clans. Historically, this is why many ashenforged surnames tend to be very similar to those of the dendus.

## ASHENFORGED NAMES

When ashenforged are created, they are given a given an identification number. Upon reaching maturity, they are given a name that signifies either the scientific guild which created them or the dendus facility in which they trained, the latter of which is usually a factory, lab, or upon a Crucible. Their surname is always the clan name of the eldest parent. The ashenforged have no gender distinction when it comes to their names.

Many ashenforged keep their given names, while there are those that make alterations to one more to their liking, or change it completely to something more befitting of their nature.

**Sample Names:** Armus, Botarva, Corrus, Deltrivas, Exharlian, Hullvan, Lunarion, Medisi, Primis, Securali, Solus, Sonarvi, Stellivan, Tielvin, Turmirion
**Clan Names:** Aelar, Bartuvo, Duadan, Ganros, Kolrom, Maraval, Nystim, Shanralim, Tyngor, Verkast

## ASHENFORGED TRAITS

As an ashenforged, you are gifted with a number of traits that are imbued within you upon creation.

***Ability Score Increase.*** Your Constitution score increases by 2.

***Age.*** Ashenforged mentally mature within the first five years. Most often live another 40-50 years before their body decays.

***Alignment.*** Most ashenforged are lawful, raised with their chosen path and purpose being priority above most other things.

***Size.*** An ashenforged's height can vary, usually between 6 feet to 7.5 feet. Your size is Medium.

***Speed.*** Your base walking speed is 30 feet.

***Darkvision.*** As an ashenforged, you are gifted with the ability to see well in dim and dark places. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

***Resilience.*** You have advantage on saving throws against poison and disease and you are resistant to poison damage.

***Artisan Training.*** You gain proficiency with one tool of your choice from the following list: smith's tools, mechanics tools, cooking supplies, tailoring supplies.

***Languages.*** You speak, read, and write Common, Dendusi, and one other language of your choice. Ashenforged often tend to quickly learn the language of their former self.

***Sub-type.*** The ashenforged are divided between two primary types. Choose one of these.

### CEREBRAL

As one of the Cerebral, you are inclined toward discovery and perseverance from the many perils of the galaxy. Many Cerebrals tend to travel far from home to learn and grow into something greater.

***Ability Score Increase.*** Your Wisdom score increases by 1.

***Toughness.*** Your hit point maximum increases by 1 and also increases by 1 each time you gain a level.

### SOMATIC

Built for physical feats, you are accustomed to arduous tasks in harsh environments. Somatics tend to take a large amount of pride in their accomplishments and often tend toward protecting those of smaller stature.

***Ability Score Increase.*** Your Strength score increases by 1.

***Natural Armor.*** When you're not wearing armor, your AC is 12 + your Dexterity modifier. You can use natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

In addition, you do not suffer the penalties to movement or stealth checks associated with wearing medium or heavy armor.

# STORM OVER DENVER

*by Rich Lescouflair*

Katavia had never heard of Winter, or at least never outside of her own imagination. Today, the ashenforged soldier witnessed her first snowfall as it reached the edge of the city compound. The few stories of beauty she had heard throughout her first few years were of the starlit spires of Dendusar. Compared to the wonders she had seen in this galaxy over the past few weeks, she wondered if it were possible to ever view her homeworld the same way again.

"It's beautiful, isn't it?" Vesio's voice broke her silent reflection.

"I've never seen anything like it," she replied. "Then again, I haven't seen much like anything at all," she added with a smirk. Vesio beamed a smile back at her, but she could still see the hint of silent pity in his eyes. She didn't know how long she could stand it.

She powered on her hovercycle, her eyes falling upon the floating base in the distance. Waves of dark, purplish energy rippled out from beneath the structure, extending outward for nearly a mile. Its very presence tainted the snowy landscape, like an ink stain on the purest of white silk. She couldn't help but look at her own life in comparison. Shaking her thoughts away once again she asked, "Do you think they're still alive?"

Vesio nodded in earnest. "I wouldn't doubt it for a minute," he responded. "They're all far too stubborn... and crazy. I already know from experience that's exactly what you need to survive in that place." He suddenly grinned and added, "You worried about your little sister? Or maybe the ever-so-studly Infinity Knight...?"

Katavia would never again regret the fact that she couldn't blush. "If Lincoln is still alive, then I'm sure my sister is too along with the rest of them."

"Putting that much faith in the boy, huh?" the promethean chuckled. "I can already tell you haven't known him all that long."

"Only two weeks," she said. "In that short time though, he became my first true and real friend. He helped me keep my sanity, and showed me something worth fighting for other than vengeance. If not for him, I sure as hell wouldn't be here staring at your thin, pasty face," she said with a broad grin.

Vesio scoffed jokingly. "Now listen lady, I'll have you know that amongst my people, I happen to be a fine specimen of –" his voice was drowned out by the sound of his emergency beacon flashing. "That's the signal!" he shouted. "Engines on, folks!"

He heard the whooshing sounds of hoverbikes and assault vehicles powering their engines. After a few moments, Vesio's eyes widened as he gazed upon the mass of black metal constructs pouring from the Technobase, a wave of darkness that glided straight toward the Denver border. Not long after, he could see the pockets of light opening at the edge of the interstate, where dozens of flying combat drones poured through, following in the wake of the constructs. The drones spread out into a strike pattern, raining streams of missiles and plasma fire into the city's energy barrier. "I never thought I'd see this again," Vesio breathed.

"They don't have enough to deal with this!" Katavia spoke frantically. "We have to help them!"

"No!" Vesio shouted back. "They have their own support. Our fight is at the Technobase. This planet was never my home, but I will not let the Technocracy take even one more of my friends away again!" He turned to face the score of vehicles behind him. "We break through the security field and across to the main ramp. Now is the time where we greet the enemy at its doorstep, and show these metal-headed jerks whose galaxy this is! Fire on anything in your path that is not one of ours. No mercy, people! Let's do this!!!"

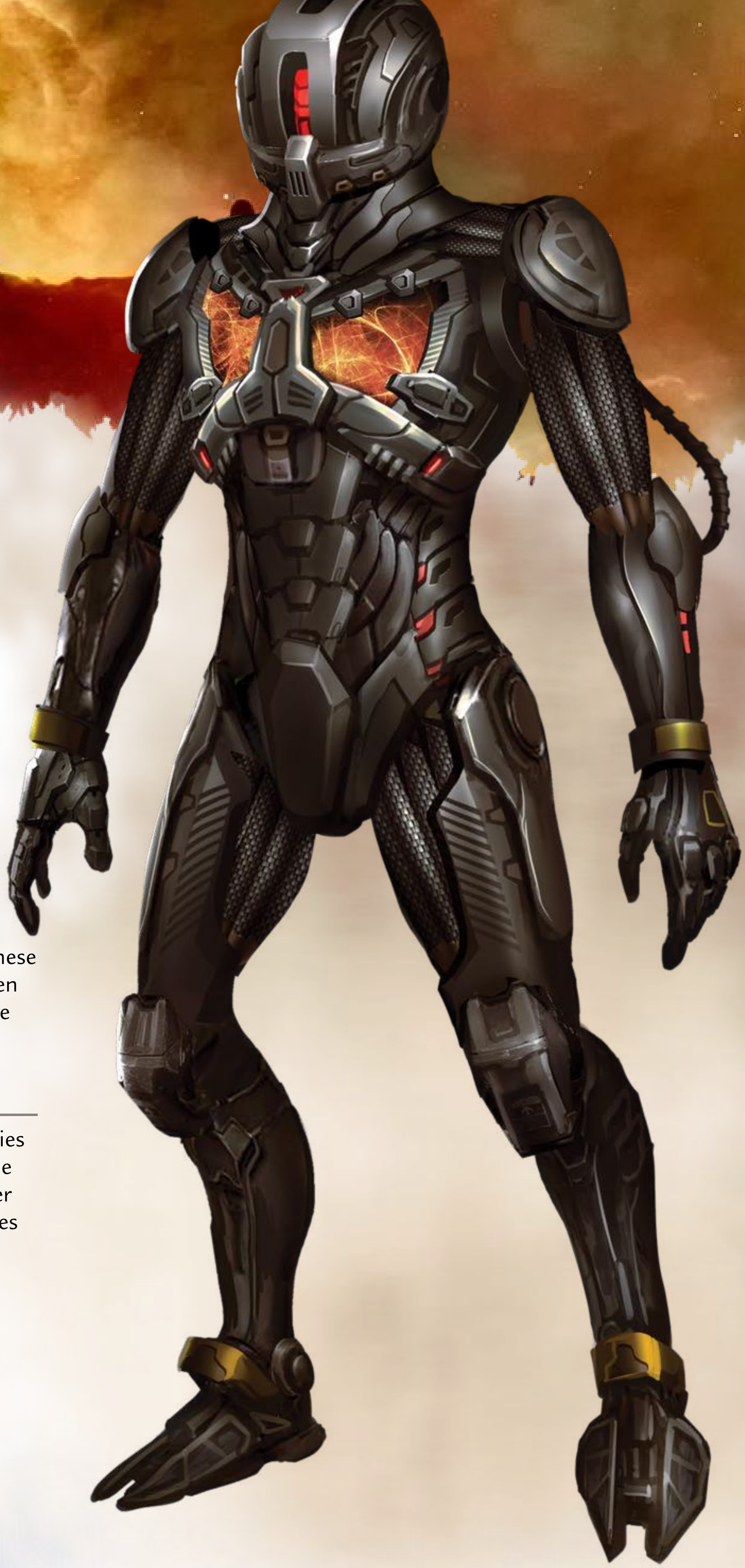
## BELARE

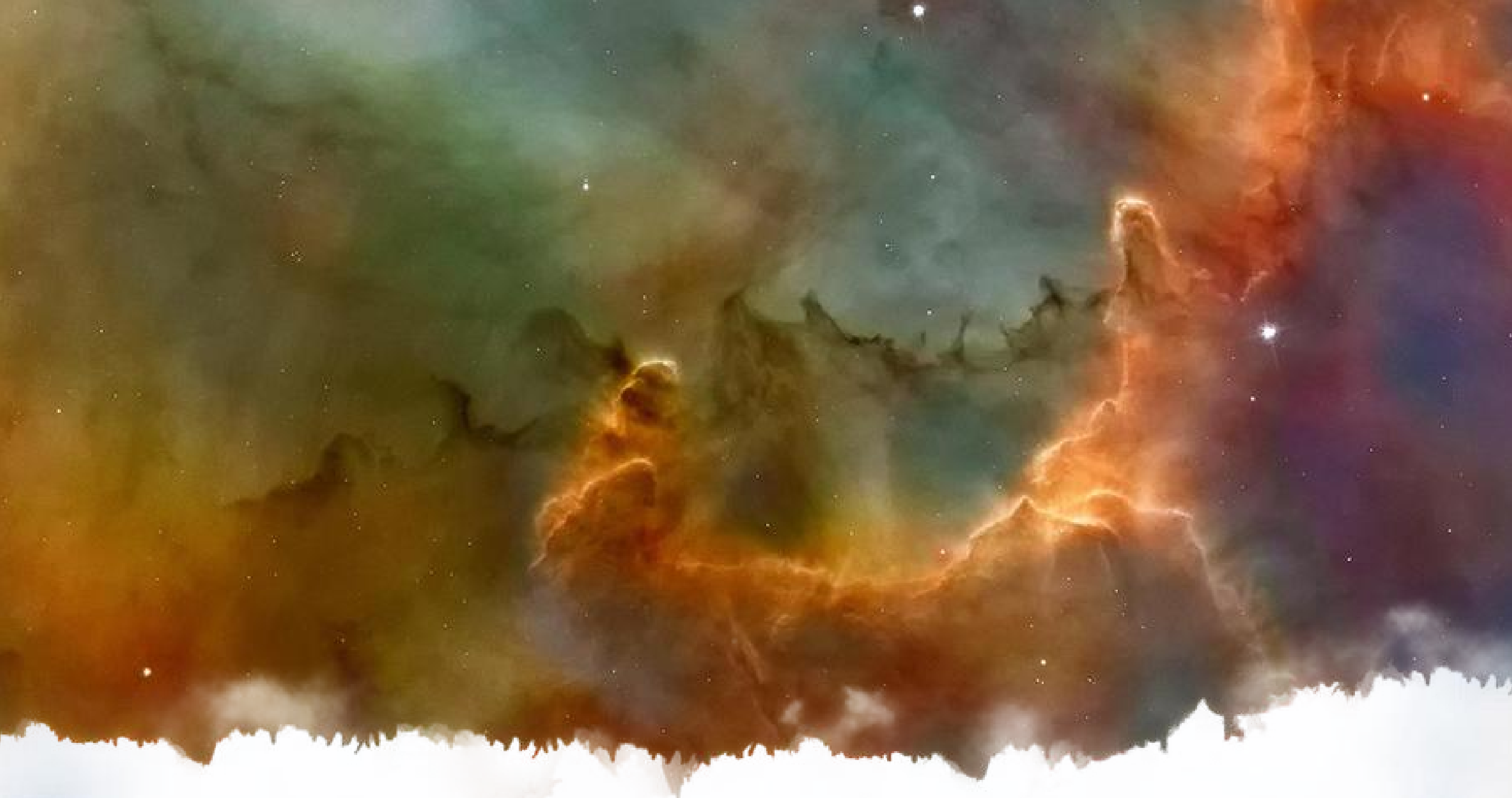
> "THEY ARE CONSIDERED TO BE ANCIENTS TO EVEN THE OLDEST OF THE *spacefaring races, though you would never know by their state of technological advancements. It almost seems as if they are a people that had died and been reborn in the wrong place and time.*
>
> *Many times in my travels have I seen the ancient structures of the belare. Barely worthy of being called ruins, they are some of the beautiful sights I've seen in my lifetime. What must they have been when these places were in their time of greatest splendor? And if they serve as an example of their people, perhaps such beings could once have been as gods."*
>
> — Phola Kalstrei, Eldori loremaster

There are few that can say they have visited a modern day belare colony, though there are ancient ruins scattered throughout the galaxy. These grand, archaic structures are the only link between the origins of the ancient species and those of the rest of the spacefaring races.

### OF THE STARS

The belare are a race of energy beings. Their bodies are formed from a glowing radiance similar to the energy generated by a star, but on a much smaller scale. When looked upon, their radiant form takes the shape of a stout humanoid merely a few feet in height, but this form is less of a definition and more of a form created by the belare themselves. Their bodies generate a tremendous amount of heat, and so when traveling away from their colonies, they wear containment suits to safely communicate and interact with their spacefaring neighbors.





## Lost Legends

The belare as a species are thousands of years old. Due to this age only remnants of records still exist, mostly in the form of ancient written texts and carvings. These records describe the belare as the last of several powerful spacefaring races, all long extinct. Some of the oldest of their ruins are a mystery to the belare themselves. As such, it's a popular belief they may not have always been the embodiment of the stars they are today.

Now in their modern era, the belare use these old structures as meeting grounds and safeholds when dealing with neighbors and allies. Some of the oldest belare have their own records, some even memories, of the lost days of their vast empire, but much of these have amounted to no more than old tales and myths.

## Rules of Containment

Due to their nature, belare are unable to interact with the rest of the galaxy the way other races can. Contact with other organisms disorients the belare physically and causes severe damage to those around them. Each belare has their own personalized bio-containment suit. It bears both humanoid and robotic features, forged from a combination of sorium and biosynthetic material. These suits are not interchangable, being attuned to each belare's specific energy signature and fitted with an array of sensors. Each suit also bears specific markings for identification.

A belare suit is an extension of their senses. They can choose to disable their tactile senses, but such an action limits their ability to channel their energies. As all belare have innate talents, most choose to experience the same vulnerabilities as other races in order to keep their material connection to their environment intact.

## Belare Names

Belare mate by combining their energies, their physiology allowing them to create up to two offspring. As the belare are genderless, such differences are not presented in any of their names. Their given names are a combination of the names of their parents, the oldest usually making up the first part of the name. These combination names end with "ia" for the firstborn, and "us" for the secondborn. Belare who have offspring but take on the role of a sole parent can sometimes provide a variation of their own name instead.

**Sample Names:** Agomatus, Arrolus, Calivalus, Kanaria, Ladrania, Larillia, Nuvellus, Prinaksus, Selrivia, Tunimia, Vandalia

### Belare in Your Campaign

The belare are not as common in the Silrayne Arc as the other major races. They can be found in major cities and space stations, but in more remote areas of the galaxy, especially areas without access to the SIM (see Chapter 8), the belare are considered to be the stuff of legends. Due to their uncommon nature and special circumstances that can arise in–game, the use of belare as a player race is completely at the discretion of the GM.

## Belare Traits

As a belare, you have the following traits.

***Ability Score Increase.*** Your Intelligence, Constitution, and Charisma all increase by 1.

***Age.*** Belare reach adulthood within 10 years. They live to be close to 200, though the oldest belare claim to have been alive for over a thousand years.

***Alignment.*** Because they tend to keep themselves impartial to outside affairs, belare tend to be neutral in alignment, though many lean toward good in terms of morality and respect for life.

***Size.*** Physically, your form is amorphous, usually taking the shape of a 3 to 4 foot humanoid. A belare suit is on average about 7.5 feet tall. Your size is Medium.

***Speed.*** Your base walking speed is 25 feet.

***Infravision.*** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray. Also, only while in dim light or darkness, you can choose to see and discern heat signatures within a specified range through up to 5 feet of non-metallic solid material.

***Suit Resiliency.*** While wearing your containment suit, you have advantage on saving throws against poison are resistant to poison damage. You are immune to disease.

***Radiant Form.*** You have resistance to radiant damage. While exposed from or are outside of your containment suit, you are immune to radiant damage and vulnerable to necrotic damage.

***Natural Defense.*** While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit. While wearing medium or heavy armor, all of your Dexterity (Stealth) checks are made with a disadvantage. Any class features that grant AC bonuses due to being unarmored are ignored.

***Artificial Body.*** Your body is a bio-mechanical containment unit. You can be targeted by and subject to the effects of attacks and powers that specifically target automatons and constructs.

You do not need to eat, sleep, or breathe. Esper powers and effects can't cause you to age or put you to sleep.

You regain hit points from healing powers and other healing effects the same as any other organic species. You also gain the same benefit from 4 hours of uninterrupted rest that a human normally would from 8 hours of sleep.

***Esper Initiate.*** You gain use of the *renew* talent. Also, at 3rd level you can use the *light beam* talent once, after which you must complete a long rest before you can use it again. Constitution is your channeling ability for this talent.

At 6th level, your light beam talent upgrades to rank 3, then to rank 4 at 11th level and rank 5 at 16th level.

***Languages.*** You speak, read, and write Common and Protean.

### Belare Containment Suits

Containment suits are linked and bound to a belare's bio-signature. These suits are treated as their physical bodies, subject to damage in the same manner as any other character. They are extremely durable and cannot be forced open without consent from the belare attuned to it.

As a belare, once bound to your containment suit, leaving your suit causes you to expel energy and suffer severe stress. Your physical form can be exposed for a number of rounds equal to your Constitution modifier (minimum of 1). At the start of each round thereafter, you suffer one level of exhaustion, which can't be removed by any powers or effects. At six exhaustion levels, your body is reduced to a pile of fine dust. Closing a containment suit requires an action. Taking a long rest removes all levels of exhaustion you gained as a result of being outside of your suit.

In addition, a creature that begins its turn within 5 feet of a belare's exposed form takes 3 (1d6) radiant damage. This has no effect on other belare.

## THE WALL

*by Christopher Robin Negelein*

Vandalia's glowing sword swung in a graceful, deadly arc. The radiant energies sliced through the aluphax pirate. Despite its armor and thick muscles, the enemy roared, falling to his knees.

One down, yet many more were lining up in the hallway. Others would have taken a deep breath before facing so such foes but Vandalia's energy form pulsed steadily within the exosuit while the respirators breathed sedately.

Vandalia gripped the sword tight in one servomotored hand. "The waves crash, the dam holds."

The aluphax Weapon Master of the *Conqueror's Blood* spit on the metal grating which was a poor substitute for a floor. "You will die today, godling! I swear it!"

*"This is something I need to do, honored ones," a much younger Vandalia said. "There are voices. They speak of destiny. They speak of justice."*

Protecting a locked hatch, Vandalia slid into the solar wind stance in preparation for the oncoming horde of aluphax. They charged simultaneously, confident their target would crumple under their weapons, armor and packed bodies.

*One parent, Dalvia, broadcast anxiousness. "How long do we three have?"*

*Vandalia sent excitement. "Soon. The callings become stronger every day!"*

*The other parent, Vandius, emanated resignation. "We should prepare you to survive beyond our home."*

Vandalia was no ordinary target. The sentinel sword flashed like sparks with the expert jabs and slices. Blood flew and aluphax faces twisted from fury to pain. "If the leading edge of a wave crashes against the dam, the resultant ripples can change the course."

Hesitancy provided a much needed moment, upon which Vandalia took a step forward. Even though the exosuit had no "eyes," Vandalia focused on the Weapon Master leading from the back.

*Arriving at the Spheremasters, all three were brimming with different frequencies of excitement. The common area was filled with exosuits of all shapes and sizes, emanating authority or danger. Vandalia was transfixed.*

The wounds blistered and sizzled as space pirates snarled and whimpered, but — more importantly — doubted themselves, giving Vandalia time to pick and choose targets like a surgically precise predator. Wielding the brightly-glowing sword, the belare began to shape the combat into discrete moments, effectively fighting one opponent at time.

*"You admire the walls, but forget the bricks," the Spheremaster said. "Here, these are for you. One of these will be the brick you must lay."*

*In a corner were several simple exosuits. Vandalia reached out and sensed the potentials to be made.*

*Now it was understood. "No. This brick will become my dam to keep back the coming darkness."*

Vandalia took a single step. The ripple of forward motion made the lead aluphax pirates shrink back, but they were pinned by the press of their crewmates behind them. The belare then took another step, sending another ripple. The wave receded.

Pressing the advantage, Vandalia's sword moved faster, like the strong wind pushing the ripples until they became waves heralding a new direction.

*The Spheremaster and Vandalia's parents emanated pride and a sadness.*

*Dalvia followed. "The grown bird's confidence flies on a hatchling's wings."*

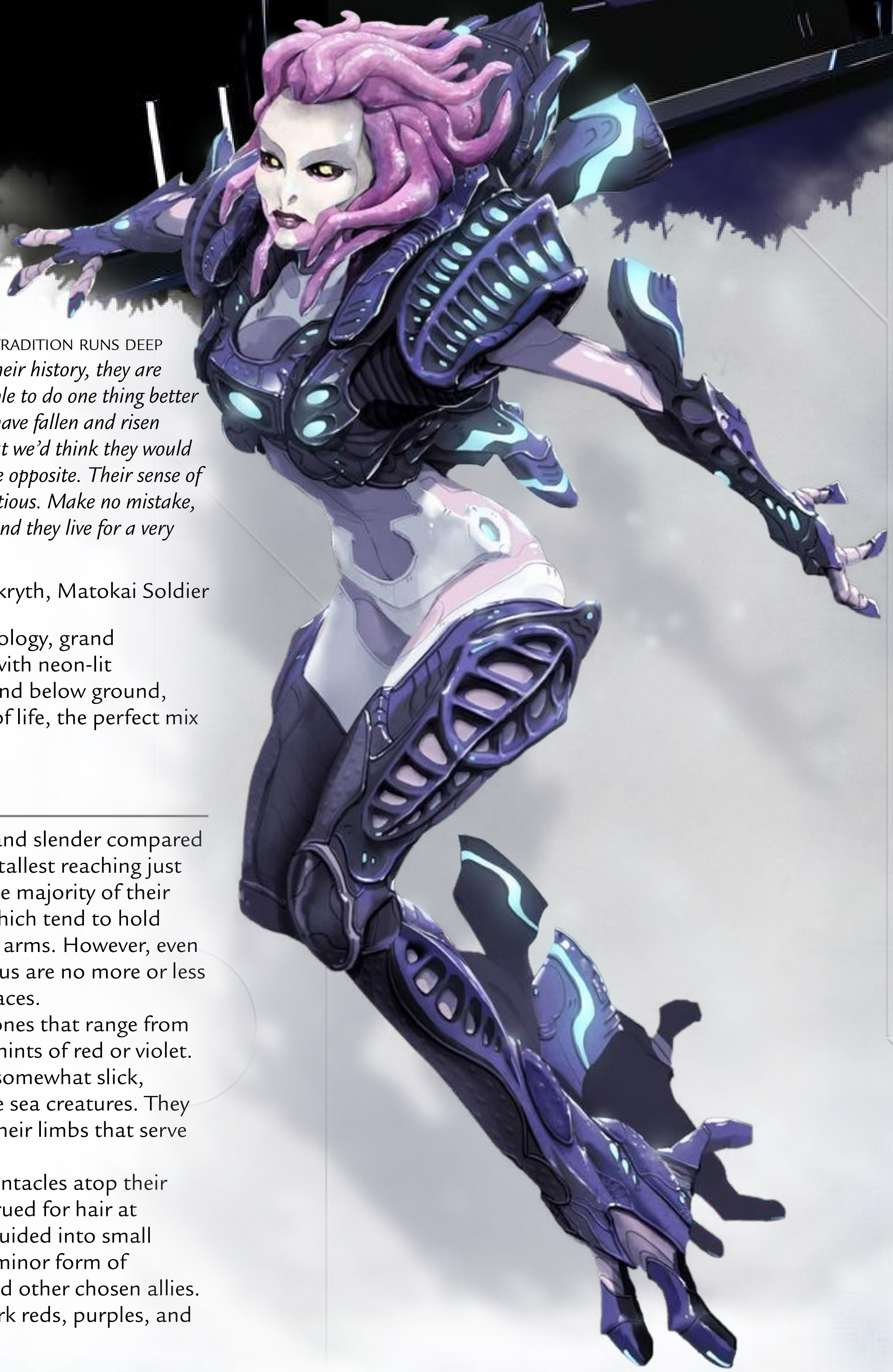
Switching between targets, the sentinel began to aim for the legs, nicking the aluphaxian nerve clusters. A group of the pirates collapsed, severely wounded or paralyzed, howling in both frustration and dawning fear. The remaining bloodlust all but drained out of the pirate crew and those behind them. Now it was about survival against the "godling."

The next three fell even faster as the smell of burnt copper and the sizzle of blood accompanied the swift sword strikes.

*"And when I come home, the wall for all of us will be stronger," Vandalia said.*

The belare soon stopped and pointed at the aluphax leader, the others scrambling to get out of the sentinel's way. It might have been his bodyguards hustling him to safety or his own crew trampling him, but the flow of chaos pulled the Weapon Master to the ground, drowning him in a rip tide of bodies. Though he was soon up and on the run, Vandalia was sure to have him soon.

Inside, the belare felt pride. After years of practice and hard work, the final bricks had been laid. Soon, it would be time to return home.



# Dendus

"A great sense of pride, purpose, and tradition runs deep *within the dendus clans. But with all of their history, they are known throughout the galaxy for being able to do one thing better than the rest: they endure. Their people have fallen and risen again in dramatic fashion to the point that we'd think they would hate all other species. But instead, it's the opposite. Their sense of wonder and love of life is sometimes infectious. Make no mistake, though. The dendus still hold grudges... and they live for a very long time."*

— Vakryth, Matokai Soldier

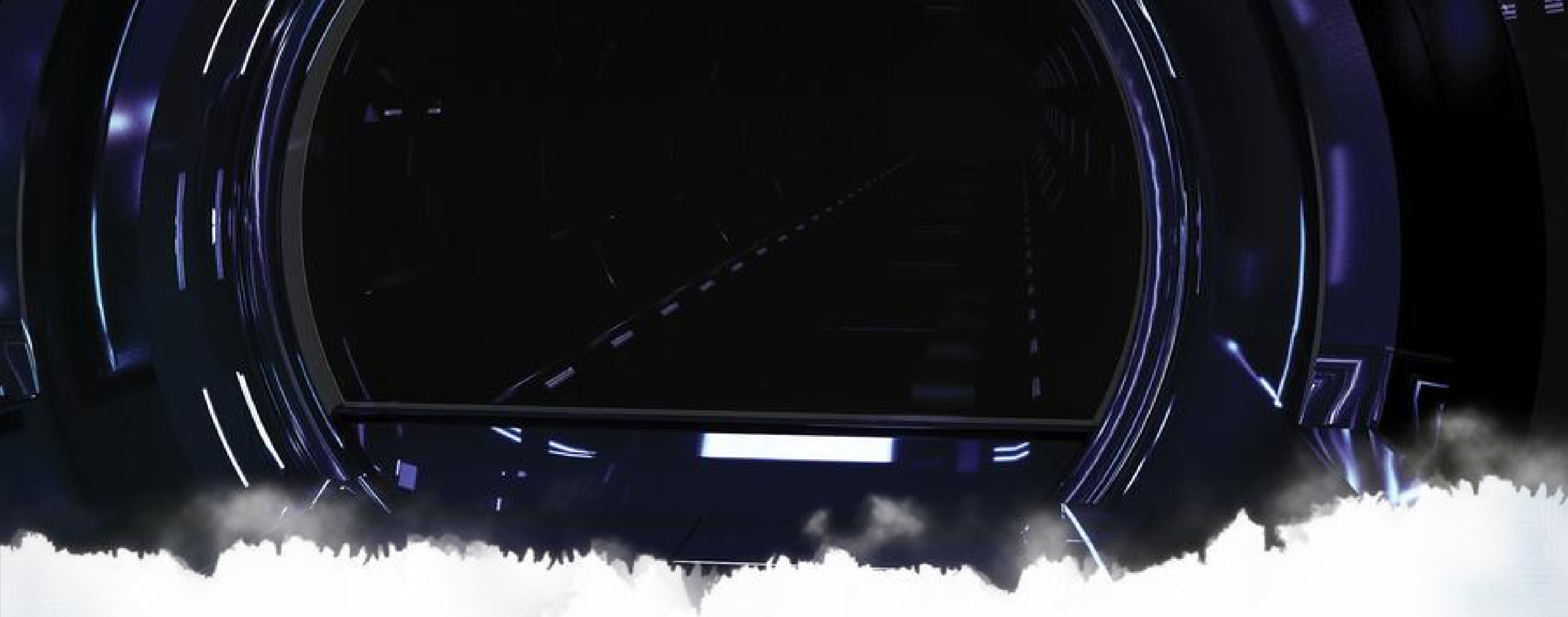
Exotic cities layered with high technology, grand strongholds melded into the earth with neon-lit rippled spires running both above and below ground, representations of the dendus way of life, the perfect mix of tradition and evolution.

## Graceful Resilience

Most dendus are considered short and slender compared to the other major races, with their tallest reaching just above 5 feet in height. Even then, the majority of their height stems from their long legs, which tend to hold greater length than their torsos and arms. However, even with such a slender frame, the dendus are no more or less frail than any of their neighboring races.

Dendus have extremely pale skintones that range from stark white to light grays, with rare hints of red or violet. Their skin is extremely smooth and somewhat slick, similar in texture to some earth-type sea creatures. They have three appendages on each of their limbs that serve as fingers and toes.

Each dendus has a collection of tentacles atop their heads which can often be misconstrued for hair at a distance. These tentacles can be guided into small movement patterns that serve as a minor form of communication between dendus and other chosen allies. They range in color from light to dark reds, purples, and grays as well as black.



## Ruin and Restoration

Dendus live for hundreds of years, their history bearing the stark contrast of their lives today compared to their civilization centuries ago. Their homeworld, once invaded by the insectoids of Prokmel, saw most of the dendus killed and the rest forced into centuries of slavery. The discovery of one of the first Crucibles marked the liberation of Dendusar, the dendus soon translating much of the cryptic codes and markings found within the artifact, and using this newfound power to vanquish their vile masters.

Their liberation was short-lived, as their world was soon set upon by the Xamaron horde, then years later again by the merciless Lorendi Imperial Fleet. Each time marked the fall of dendus civilization, resistance to their conquerors, and finally restoration of their home.

Because of this, the dendus as a people are steadfast and loyal, driven by a strong sense of determination and a desire to aid those who have suffered through oppression and injustice. To fall out of favor with a dendus unit is considered a dangerous undertaking.

## Traditional Transformation

Though the dendus are not the people they were a millennium ago, they always manage to keep certain traditions and practices intact. A prime example would be the Folas Tower on Dendusar, a high-tech spire that reaches several thousand feet from the ground up with an intricate system of cylindrical tunnels that travel miles below the surface. It has been rebuilt many times, each time with the same frame and basic design, regardless of how many lights, panels, and circuitry are layered upon its surface.

A dendusian family is known as a unit, with generations of bonded units classified as "kin-lines". Long histories are kept for each kin-line, complete with accomplishments and major events. Dendusian units are fiercely loyal to one another, even moreso than any long-standing friends or allies. This can often create conflicts whenever a unit member creates problems or situations that end up involving other relatives.

## Keepers of the Code

After the belare, the dendus were the first to translate the markings found within the Crucibles and access many of their functions. This revolutionary discovery allowed them to make great leaps in technological advancement, such as access to an infinite energy source, faster-than-light space travel, and the creation of the ashenforged. Though other spacefaring races have learned to harness the Crucibles' energy source, none have learned the process more efficiently than the dendus. Because of this, dendus scientific guilds can be found working on most of the active Crucibles.

Those races that share the continued study of these artifacts also benefit by gaining the dendus as staunch and dedicated allies. Younger dendus grow up learning much about the Crucibles and the theories behind their existence. Thus, dendus who travel throughout the galaxy, even with their own purpose, also take interest in discovering exotic places or ancient civilizations that may have even been connected to their own at one time.

## Dendus Names

A dendus child is named after one of the parents with the suffix "-kin" attached to the end. After they reach 10 years old, their personality and desires become more defined and they are then given a name that honors one from dendus records that has its own storied history or personality attached to it. To mark a new chapter in the child's life, the new name is more often a variation of the historical one, rather than an exact match.

A dendus' surname is the name of their kin-line, traditionally passed down from the kin-line of the child's mother.

**Female Names:** Alilly, Beliji, Ellydan, Ferebel, Fonstah, Gaela, Gezora, Irki, Misyka, Neryx, Niroba, Selissi, Tanna, Turissa, Vedilla

**Male Names:** Aehkin, Alrick, Barenor, Durren, Halfath, Jeppar, Kelren, Nupok, Orvyn, Ramdle, Rebook, Shelgo, Sindart, Verker, Wergryn

**Surnames:** Aelfers, Barien, Duadorm, Ganric, Kolfor, Marapen, Nystow, Shanagel, Tynig, Verkle

## DENDUS TRAITS

All dendus share the following traits carried down throughout their kin-lines.

***Ability Score Increase.*** Your Wisdom score increases by 2.

***Age.*** Dendus are considered to be young until they reach about 40 years of age. They live on average between 350 to 450 years.

***Alignment.*** The majority of dendus are lawful due to their level of dedication and loyalty. They tend to be good due to their intolerance of injustice, however they share a duality with a select few who value evolution and advancement over tradition.

***Size.*** Dendus are very slender with small torsos and elongated legs. Your size is Medium.

***Speed.*** Your base walking speed is 30 feet.

***Darkvision.*** Accustomed to a multitude of environments, you have the ability to see different shades of light. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

***Fast Learner.*** You have proficiency in the Insight skill.

***Force of Will.*** You have advantage on all Intelligence, Wisdom, and Charisma saving throws versus esper powers.

***Larima.*** Your tentacles, also known as “larima,” can be used to exhibit a burst of psychic energy similar to the *mental missive* talent, though the range of this ability is limited to 10 feet.

***Languages.*** You speak, read, and write Common and Dendusi.

***Subraces.*** Depending on the history of your kin-line, you fall under one of two categories of dendus.

### HIGH-KIN

As one of the high-kin, you are strong-willed with keen senses and sharp focus. The lives of many high-kin focus heavily upon the history and tradition of their people, thus many of them serve as emissaries or diplomats. Though friendly with other races, they also believe that their long-standing tradition and history entitles them to a certain level of respect. This can sometimes lead high-kin to come off as haughty or stubborn.

***Ability Score Increase.*** Your Intelligence increases by 1.

***Loremastery.*** Whenever you make an Intelligence (Lore) check related to the history of a particular race or species, you are considered to be proficient in the Lore skill.If you are already proficient in Lore, you can double your proficiency bonus for these checks.

***Languages.*** You learn one additional language of your choice.

### PATH-KIN

Dendus of your type are pioneers of discovery. You are a bit more impulsive than your high-kin brethren and are prone to flights of exploration. You have a great interest in different cultures, peoples, and places, and are more likely to experiment with the practices of each. Path-kin can often be found searching for uncharted planets or galactic anomalies. A majority of the guilds that work within the Crucibles are path-kin.

***Ability Score Increase.*** Your Dexterity increases by 1.

***Increased Movement.*** Your base walking speed increases to 35 feet.

***Tool Proficiency.*** You gain proficiency with one of the following artisan’s tools of your choice: chemistry supplies, digital technician’s tools, mason’s tools, or shipwright’s tools.

# THE SHORTCUT

*by Rich Lescouflair*

Jeppar nearly lost control as the hovercar sped through the Telvos Valley. He'd never been the best at driving, especially at top speed. One thing he was good at, however, was numbers. At this rate, it would take him almost two hours to reach Chonrik, the nation's capital. The assault on Valon would be long over before anyone could receive any warning, and that's even if he survived this perilous drive.

"Computer, find me a shortcut before I crash this stupid thing," he said to the control console. His plea to the nav computer bore no help, so he took a detour to Telvos Tower. He saw the massive metal spire within minutes, its bright lights and gleaming symbols standing out amidst the ruined structures below. He pulled up, landing on the tower's upper landing platform.

He quickly traced his fingers over the security panel and made his way into the tower's upper entrance, passing through the security fields in the upper hall. Master Barenor opened his door just as Jeppar was about to pound his fist into it. "Verkali Jeppar...?" Barenor breathed out in a half inquiry.

"Valon is in danger. I need to get to Chonrik and speak with the councilor right away," Jeppar spilled the words forth almost too quickly for him to keep his own pace. He also had no time to spare for tact. "Can you help or not?"

Barenor, long used to Jeppar's social shortcomings, took a cursory glance at his haggard face and quivering stature. The young dendus' battered armor and bruised tentacles held telltale signs of recent conflict, his eyes betraying his lack of a decent rest. His own tentacle hair twisted about and he let loose a slight "hrmph" as he turned back into his lab. "I can get you to Chonrik," the scientist said calmly, "but addressing the councilor will be a different matter altogether. Now, what's this all about, child?"

Jeppar always hated being referred to as "child," but he had it coming and was well aware that Barenor knew it too. "Valon is going to be attacked by the aluphax, Master Barenor, hundreds of them. Their destroyer is en route to the moon as we speak."

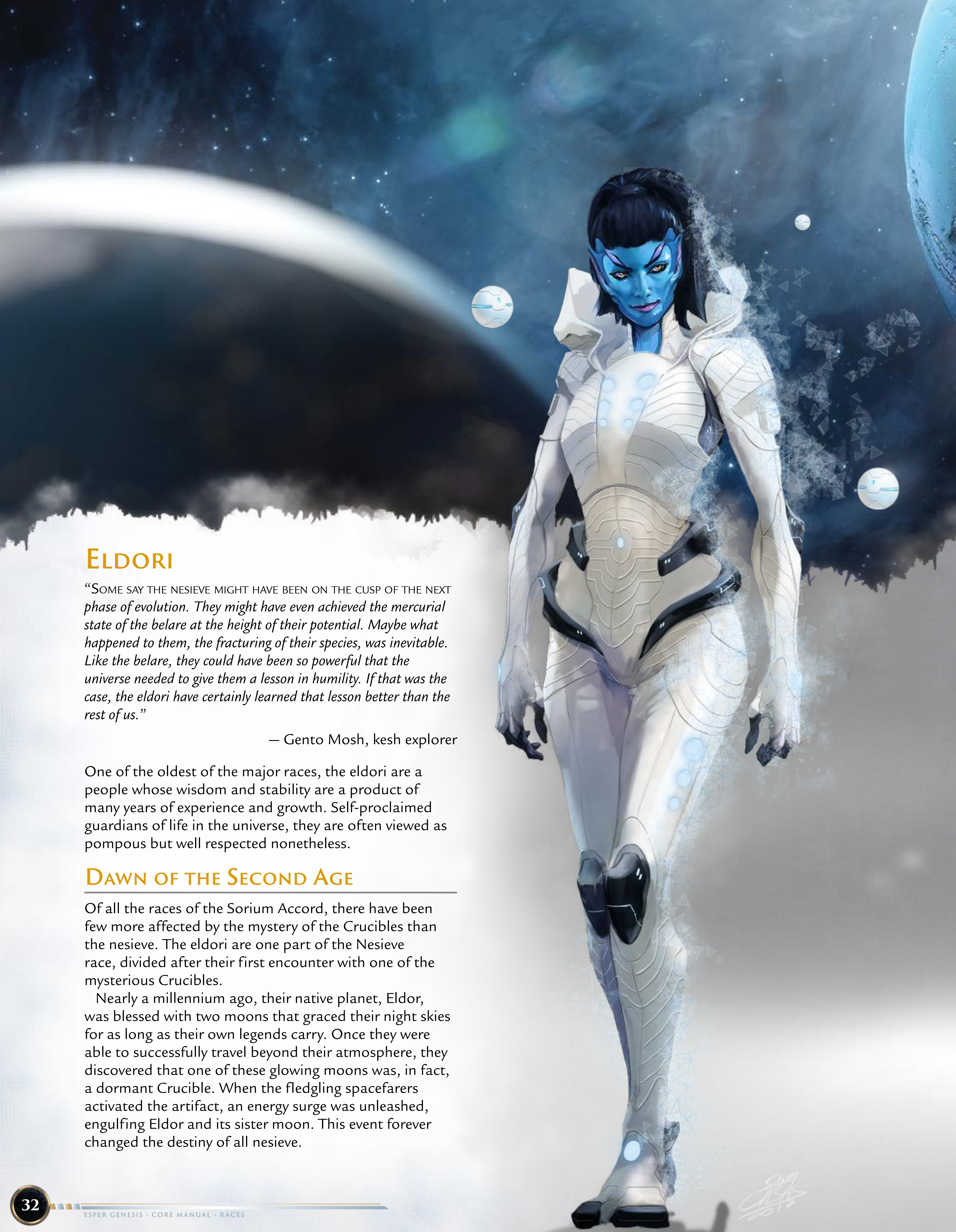
Barenor's glossy eyes widened as his stare turned serious. "Where did you get this information?"

"We captured one of their melders who told us everything," he said trying to rush through an explanation. "Gomagar and the forge guard, Alrix, are trying to frame the matokai for attacking the lunar station. We have to do something!"

"Alrix!" Barenor spat the name out in stunned disbelief. "Are you sure that's what this melder—"

"Master, we have no time!!" Jeppar demanded.

Without much more delay, Barenor motioned his closer. "First lorendi assassins, and now this mess," he grumbled. He walked over to the space fold ring on the floor and punched in the coordinates on his datapad. The air within the ring formed into a globe of warped energy, the hazy image of another location barely visible through the space. As he gestured to the globe, he added with a wink, "You know... all this trouble started happening when you got here!" Jeppar cracked a smile and watched the space fold around him. Soon after, they stood on the platform leading to the doors of the Chonrik Archives.



# ELDORI

“SOME SAY THE NESIEVE MIGHT HAVE BEEN ON THE CUSP OF THE NEXT *phase of evolution. They might have even achieved the mercurial state of the belare at the height of their potential. Maybe what happened to them, the fracturing of their species, was inevitable. Like the belare, they could have been so powerful that the universe needed to give them a lesson in humility. If that was the case, the eldori have certainly learned that lesson better than the rest of us.”*

— Gento Mosh, kesh explorer

One of the oldest of the major races, the eldori are a people whose wisdom and stability are a product of many years of experience and growth. Self-proclaimed guardians of life in the universe, they are often viewed as pompous but well respected nonetheless.

## DAWN OF THE SECOND AGE

Of all the races of the Sorium Accord, there have been few more affected by the mystery of the Crucibles than the nesieve. The eldori are one part of the Nesieve race, divided after their first encounter with one of the mysterious Crucibles.

Nearly a millennium ago, their native planet, Eldor, was blessed with two moons that graced their night skies for as long as their own legends carry. Once they were able to successfully travel beyond their atmosphere, they discovered that one of these glowing moons was, in fact, a dormant Crucible. When the fledgling spacefarers activated the artifact, an energy surge was unleashed, engulfing Eldor and its sister moon. This event forever changed the destiny of all nesieve.

## The Awakened Planet

The transformation of Eldor was so abrupt and drastic as to be cataclysmic. The landscape erupted into pockets of elemental chaos. Much of the native flora and fauna died out, while some evolved or were replaced by new ones. Even more confusing were the nesieve themselves, exhibiting dangerous and uncontrollable abilities far beyond their comprehension. At first, it seemed as if the pandemonium would spell doom for Eldor.

Then, mysteriously, much of the chaos subsided. The nesieve began to adapt and control their newfound abilities, in addition to becoming more attuned to the nature of their world. This metaphysical connection to the ebb and flow of creation became the greatest of gifts from what was originally viewed as the end of their world. With this newfound understanding of their attunement, there also came a renewed hope. Newly evolved as a people, they later came to call themselves "Eldori," in honor of their reborn homeworld.

## The Great Wheel

The eldori today carry a very spiritual point of view. They believe the creative and destructive power of the Crucibles lie in another state of existence, spinning in an eternal balance they call "The Great Wheel." Attunement to sorium allows the eldori to speak the language of the Wheel and call upon its power. This bonding method became the foundation for the way sorium is forged and used today.

## Forces of Nature

Eldori look much different today than they did before their awakening. They are humanoid, sharing similar traits with other bipedals. Their skin is mostly smooth with very slight ridges only noticeable by touch, having a texture similar to a soft plant. They range in color from bluish gray to deep blues to blue-green hues. Their hair is commonly silky in texture with colors tending toward bright white, silver, and gray. Their eye color varies from blues and greens to browns, with amber and red not uncommon.

Though they are all minor espers to some extent, there are rare cases when an eldori attains full Esper Genesis (in game terms, a character who is 1st level or higher in any character class). This is usually accompanied by the eldori 's hair turning black. The eldori believe this change represents the esper's ability to walk the shadow between their world and the realm of the Great Wheel.

## Eldori Names

Upon birth, eldori children emanate a faint glow, signifying their connection to an aspect of life and nature. Each child is given a name that symbolizes that aspect of nature. Whether this "glow" is truly evidence of such a connection or merely a byproduct of genetics has been a subject of scientific discussion for centuries. However, it has not stopped the eldori from continuing the practice.

Eldori usually take on the surname of their family, though there are some that adopt the name of a famous ancestor.

**Male Names:** Anvar, Aragir, Di'meros, Erdian, Glanan, Helvas, Imridair, Ivas, Poemo, Queleri, Ravin, Roloe, Stavias, Varlis, Yamaris
**Female Names:** Adrea, Analee, Berylia, Cadania, Enri, Ifele, Je'mira, Ki'lenna, Lia, Naivara, Ryla, Valyka, Variel, Xavare, Ze'miri
**Surnames:** Arvacia, Cerno, Danleth, Galaniel, Holridin, Ilfena, Lysenkir, Myralion, Pravian, Safi

## Eldori Traits

The eldori  share a few common traits as a result of their spiritual awakening.

***Ability Score Increase.*** Your Charisma score increases by 2.

***Age.*** Eldori often reach adulthood between the ages of 20-25. They can live as long as 300-400 years.

***Alignment.*** As a predominantly peaceful society, they are often good, but there are those that fall into evil ways in spite of their people's teachings.

***Size.*** Eldori have slim builds with heights that vary between 5 to 6 feet on average. Your size is Medium.

***Speed.*** Your base walking speed is 30 feet.

***Darkvision.*** Your inherent nature grants you the ability to see different shades of light. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

***Languages.*** You speak, read, and write Common, Nesieve, and one additional language of your choice.

***Esper Initiate.*** You gain use of the *aegis* talent. At 3rd level, you gain the use of the *innervate* talent. At 5th level, you gain the use of the *clean zone* talent. These powers may each be used only once and you regain all uses after you finish a long rest.

***Sub-species.*** There are two primary types of eldori  with traits often passed down by heritage.

### Lunar Eldori

As one of the Lunar eldori, you are focused on harnessing power from the cosmic balance known as the Great Wheel. Your powers manifest in the form of a spiritual entity, passed down as a gift by your ancestors.

***Ability Score Increase.*** Your Intelligence score increases by 1.

***Superior Darkvision.*** Your Darkvision radius increases to 90 feet.

***Draw from the Wheel.*** Once per long rest, you can use your bonus action to call upon the power of the Great Wheel, granting you advantage on a single attack roll, skill roll, or saving throw. You choose the bonus type upon activating this feature. The faint aura of a runic wheel surrounds your form while the feature is active. The aura is translucent and sheds no light. The effects of this feature last until the bonus is used or until the end of your next turn.

### Solar Eldori

As one of the Solar, you are imbued with the light of creation and strive to protect the balance.

***Ability Score Increase.*** Your Wisdom score increases by 1.

***Innate Resistance.*** You are resistant to necrotic and radiant damage.

***Weapon Training.*** You are trained in the use of the energy staff and the longblade.

### Lorendi: The Harbingers of Shadow

A large group of nesieve were affected differently by the awakening from their eldori counterparts. Embracing the power of destruction and darkness over balance, these nesieve became the militaristic society known as the lorendi, named after their ambitious leader, Loren Kaysa. They were banished from Eldor, to wander in their mission to conquer worlds beyond. The lorendi are covered in detail in the *Threats Database*..

# THE FIRST DAY

by Christopher Robin Negelein

Ryla tossed her bags onto her dormitory bed. Unlike her room back home, this place was small and plain with small windows. It was archaic, had actual bookshelves, and the smell of fresh cleaning agents stung her nose. No infused sunlight, no home AI, no balanced aromatics.

She turned to her parents. *I hate it,* she thought.

While they didn't have outright telepathy, their familial empathy was close indeed, as evidenced by her father's sigh. "This is a change, solar blossom. But take another look at it and distance yourself from it."

Ryla was tempted not to, all of this being his idea. "The Esper Academy has resources and the student body is modest. They are trying to divorce us from our home life and begin training us to adapt to other environments, especially ones less comfortable." She glanced at his white hair; her long, black hair – the mark of an eldori esper – had been the same color only a few months ago.

Father nodded. His slight smile beamed at her through their connection.

The sun was setting and it was tempting to let her darkvision take over, but she spotted the light switch. With a slight bit of concentration, the switch clicked on. A surge of pride thrilled her. Without looking at him, she felt her father's rising pride too, and that snuffed out her own feeling.

He put his hand on her shoulder. "Blossom, I know you wanted to go the Vensindi Institute back home, but you have been blessed. To not explore the true limits of your gift is a *meshna*. Please be patient, do your best and time will tell."

Her mind raced with the many possibilities she wanted to explore but had now been closed off to her, but with new possibilities on the horizon. She was excited now for the Academy. Here, she would expand and master her control of space and matter. Most eldori powers paled to what Ryla could do already. If she graduated as true Esper, her family and personal honor would grow.

But she couldn't continue her study of astrophysics, and wouldn't be at the same school as her sister. In a perfect Ryla world, she'd have both – or at least have her sister closer. No use bemoaning that, she thought; her sister would never forgive her if she did other than embrace this opportunity. "You do miracles," Ilya had once told her. "Go! You can always pick up Astrophysics later."

She remembered their shared tears and their last embrace. In a sense, she still felt her sister now.

Father gave her a hug. "Your sister and mother are so proud of you, too."

Suddenly, another bag flew from the doorway and bounced off the wall with a bang to land on the other bed, rattling windows and ruining their bonding moment.

A human walked in. "Oh! Hey! I didn't see you guys from the hallway! Hi! My name is Jin-e-fur!" Other species often subtly inferred about the Human/Eldori political alliance as "sky meets ground."

She grimaced as the short, alien creature shouted to her.

*This is your first test, Ryla*, she thought. "Jin-E-fur?"

The creature brayed. "No, Jennifer!"

Ryla tried again."Jeniferrr?"

The human nodded her head. "Close! Jennifer! Quick question! Why are you whispering?!"

*Whispering? This human's Common is very good, but is she using the wrong word?* Ryla thought to herself. Her father squeezed her shoulder.

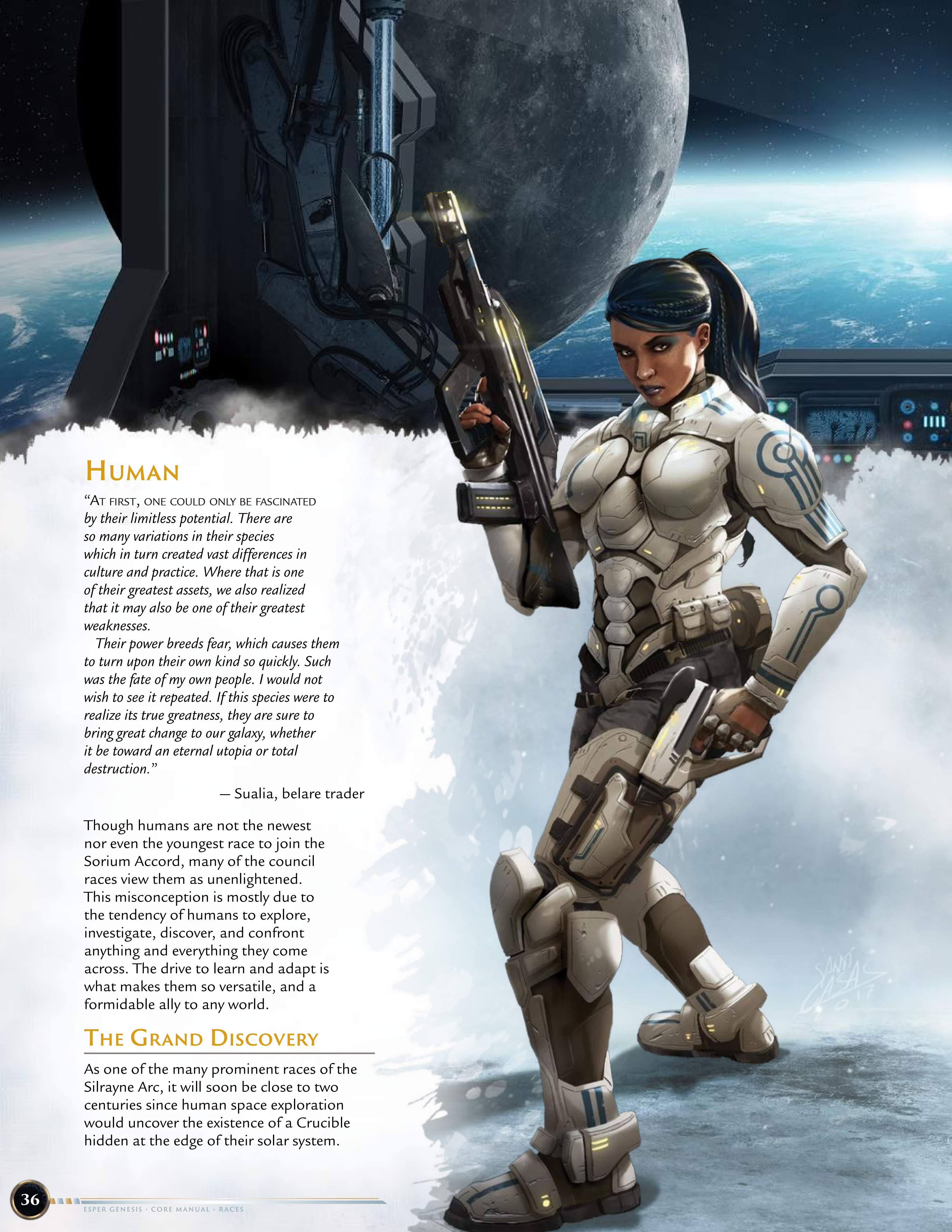
Ryla's eyes widened with realization. "Ahhh. At home, everyone has a good idea what we are thinking, so we don't talk that much."

Jennifer covered her own lips. Was that a gesture of embarrassment? Or apology?

"I'm sorry," Jennifer whispered.

Ryla mentally dug back into her interstellar relations class. She slightly bowed while extending her arm for what was called a handshake. "Do not worry."

And thus Ryla passed her first test: Roommates.



# HUMAN

"AT FIRST, ONE COULD ONLY BE FASCINATED *by their limitless potential. There are so many variations in their species which in turn created vast differences in culture and practice. Where that is one of their greatest assets, we also realized that it may also be one of their greatest weaknesses.*

*Their power breeds fear, which causes them to turn upon their own kind so quickly. Such was the fate of my own people. I would not wish to see it repeated. If this species were to realize its true greatness, they are sure to bring great change to our galaxy, whether it be toward an eternal utopia or total destruction."*

— Sualia, belare trader

Though humans are not the newest nor even the youngest race to join the Sorium Accord, many of the council races view them as unenlightened. This misconception is mostly due to the tendency of humans to explore, investigate, discover, and confront anything and everything they come across. The drive to learn and adapt is what makes them so versatile, and a formidable ally to any world.

## THE GRAND DISCOVERY

As one of the many prominent races of the Silrayne Arc, it will soon be close to two centuries since human space exploration would uncover the existence of a Crucible hidden at the edge of their solar system.

The discovery of sorium would propel human advancement, though Earth's nations and societies fell into war over control of the Crucible and its renewable resource. Years of conflict ended when the belare, a spacefaring race from the Silrayne Arc, detected the activation of the Crucible and arrived at the Sol System. Not long afterward, humans were inducted into the Sorium Accord, a system of cooperation between the peoples of neighboring galaxies to network and distribute the use of sorium for purposes of development and travel.

Today, humans aren't much different physically than they were before joining the Accord, retaining their vast array of characteristics. Their ability to constantly adapt to their surroundings has allowed them to expand faster than most other species.

## SCORCHED EARTH

A decade before the arrival of the belare, the truce between Earth's nations crumbled and the battle for control over sorium caused irreparable damage to many of the planet's regions. Most of the Earth's ecosystems are now held together by machines generating artificial climates, while other areas have become wastelands. Many humans had evolved to adapt to these harsh environments, known as "Seethes," constantly striving to heal their once beautiful home.

### THE X–MARK CONFLICT

The clash between Earth's nations erupted into a conflict that would have eventually destroyed their planet if the belare had not arrived. To this day, it is a mystery on all sides what caused the truce to crumble. A growing theory, however, is that groups of space colonists manipulated the nations into turning against each other. These colonists eventually seceded from humankind to become the prometheans of today.

## UNCONTROLLABLY VERSATILE

Though humans have been adopted into the Sorium Accord, the old grudges they carry between their own people had evolved into contention between themselves and other races during the first few years. The existence of the prometheans underscores the way humans are viewed by other races as a stubborn, unenlightened people. However, their wide variety of customs, manners and opinions, coupled with an undying persistence, make humans a force to be reckoned with.

## THE IDEAL PATRONS

Over the past few generations, humans have expanded throughout the known galaxy, both discovering and inventing new cultures. They have eagerly become a part of an ever-changing, fluid society. Thus, many humans of today are no longer limited to their internal views and differences. Though still viewed as somewhat unenlightened, their bold, impulsive, and even rather reckless natures have garnered respect in the eyes of the other races. The human tendency to uphold their beliefs and convictions also gives them the ability to form close alliances and ties with others.

## HUMAN NAMES

With the multitude of different cultures and ethnicities carried from Sol into the rest of the galaxy, human names and surnames have not changed much over the past few generations. They are most often variants or adaptations of names passed on through family, region, or cultural tradition.

## HUMAN TRAITS

As a human, you possess the following traits.

***Age.*** Humans reach adulthood in their late teens and usually live less than a century.

***Alignment.*** Humans tend toward no particular alignment. The best and the worst are found among them.

***Size.*** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

***Speed.*** Your base walking speed is 30 feet.

***Languages.*** You can speak, read, and write Common and Terran.

***Sub-Type.*** Generations of adaptation and modification have expanded the human race into multiple variants.

### EARTHBORN HUMAN

This is the most common type of human found across the galaxy. They are universally adaptable and culturally versatile.

***Ability Score Increase.*** Your ability scores each increase by 1.

***Language.*** You can speak, read and write one additional language of your choice.

### GALACTIC VARIANT

This option is only available for campaigns that use the optional feat rules.

***Ability Score Increase.*** Two different ability scores of your choice increase by 1.

***Skills.*** You gain proficiency in one skill of your choice.

***Feat.*** You gain one feat of your choice.

### UTOPIAN VARIANT

Some humans are born from generations that resided in the Utopian settlements that circled Earth's skies before the X-mark conflict.

***Ability Score Increase.*** Your Charisma score increases by 2 and one other ability score of your choice increases by 1.

***Skills.*** You gain proficiency in two skills of your choice.

***Strong-willed.*** You have advantage on saving throws against being charmed or frightened.

***Language.*** You can speak, read and write one additional language of your choice.

### SCORCHED VARIANT

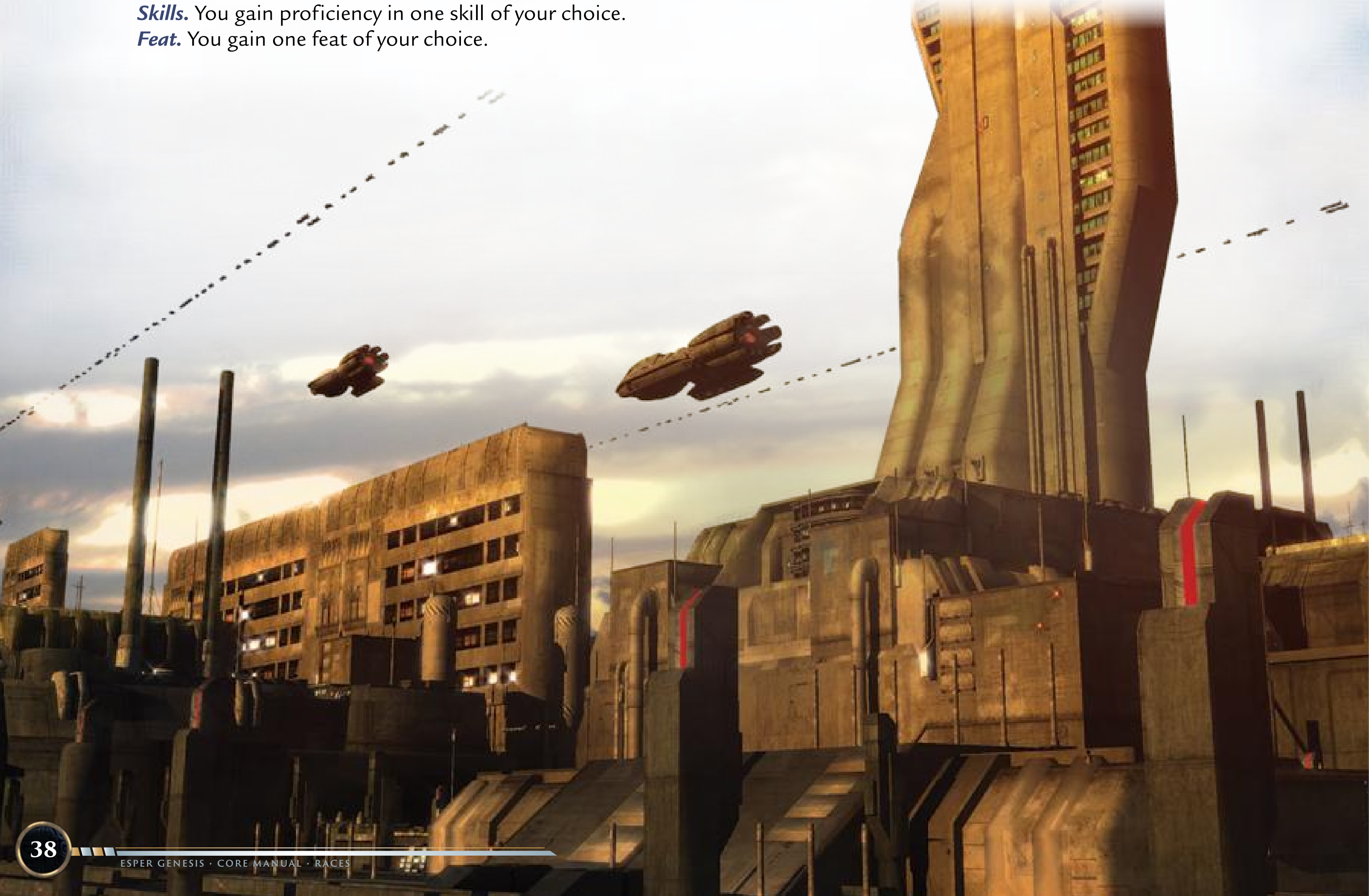
Some humans inherited traits passed down from those who adapted to the harsh climates of the Seethes.

***Ability Score Increase.*** Your Constitution score increases by 2 and your Strength score by 1.

***Brawny.*** You gain proficiency in Athletics and one other skill of your choice.

***Weapon Training.*** You have proficiency with your choice of either the longblade or the autopistol.

***Resilient.*** When traveling in extreme heat or cold, you are able to last one additional hour per constitution bonus before requiring a saving throw for exhaustion.



# AN UNWELCOME REUNION

*by Rich Lescouflair*

A crisp breeze came through the front door of what was once the main room of The Solar Ring nightclub. Arisa kicked playfully at the cleaning drone as she took a long look at the old place. She breathed out a small sigh, then spotted the lone shadow cast from the doorway. She turned to face its owner while her sorium implant flared from her temple, drawing and aiming her custom autopistol with fluid precision.

A kesh leaned against the doorway, face morphed into the shape of a human's, his arms crossed, and staring at Arisa with a slight smirk that she had quickly grown to hate. The kesh was wearing his usual black jacket with silver circuit patterns and his favorite mag-lev boots. Flickering lights made the kesh's black eyes seem all the more ghastly. "Love what you've done with the place, Ari," he said.

Arisa shot the kesh a look that would have started a draw down in most other circumstances. "You already know this was the last thing I wanted", she replied, holstering her pistol. "This place would still be jumping if we weren't so busy cleaning up your mess."

"Not my fault you were all too slow on the uptake," the kesh retorted in a crisp tone. "In any case, we have far more pressing matters which hold equally dire consequence. May I suggest –"

"OK, stop," Arisa cut in. "I can already see where this is headed, so listen. I've got a situation of my own right now and I really don't have time for your cryptic B.S."

The kesh frowned, insulted. "And did you not think that your situation at hand and what I bring to the fray may be inextricably linked to one another?"

"What the hell are you implying?" Arisa asked. "Don't tell me you're mixed up in this mess Lucene's gotten herself into."

"Sadly, not quite," the kesh replied. "If I had been, she wouldn't be in such dire straits. This is, however, the beginning of something far more insidious. There is a reason why your friend was lured into this trap. And I must say, for them to be able to use an eldori ambassador as bait is... impressive."

She nodded. "I have to agree there. Lincoln is working on a plan as we speak. Things just aren't adding up. How did those thugs from Twilight Technologies find us? And more importantly, how the hell do they know about Lucene?"

"The question you should be asking yourself, Ari, is why such a large corporation chose to hire your group to begin with, especially when it has the resources to broaden the scale so much more."

"Why do I have a feeling you already know the answer to that?" Arisa asked as her brow narrowed. Then, a realization seemed to dawn on her. "We're being framed.... ?"

The kesh smiled. "As always, I'm impressed with your profound intellect, Ari.

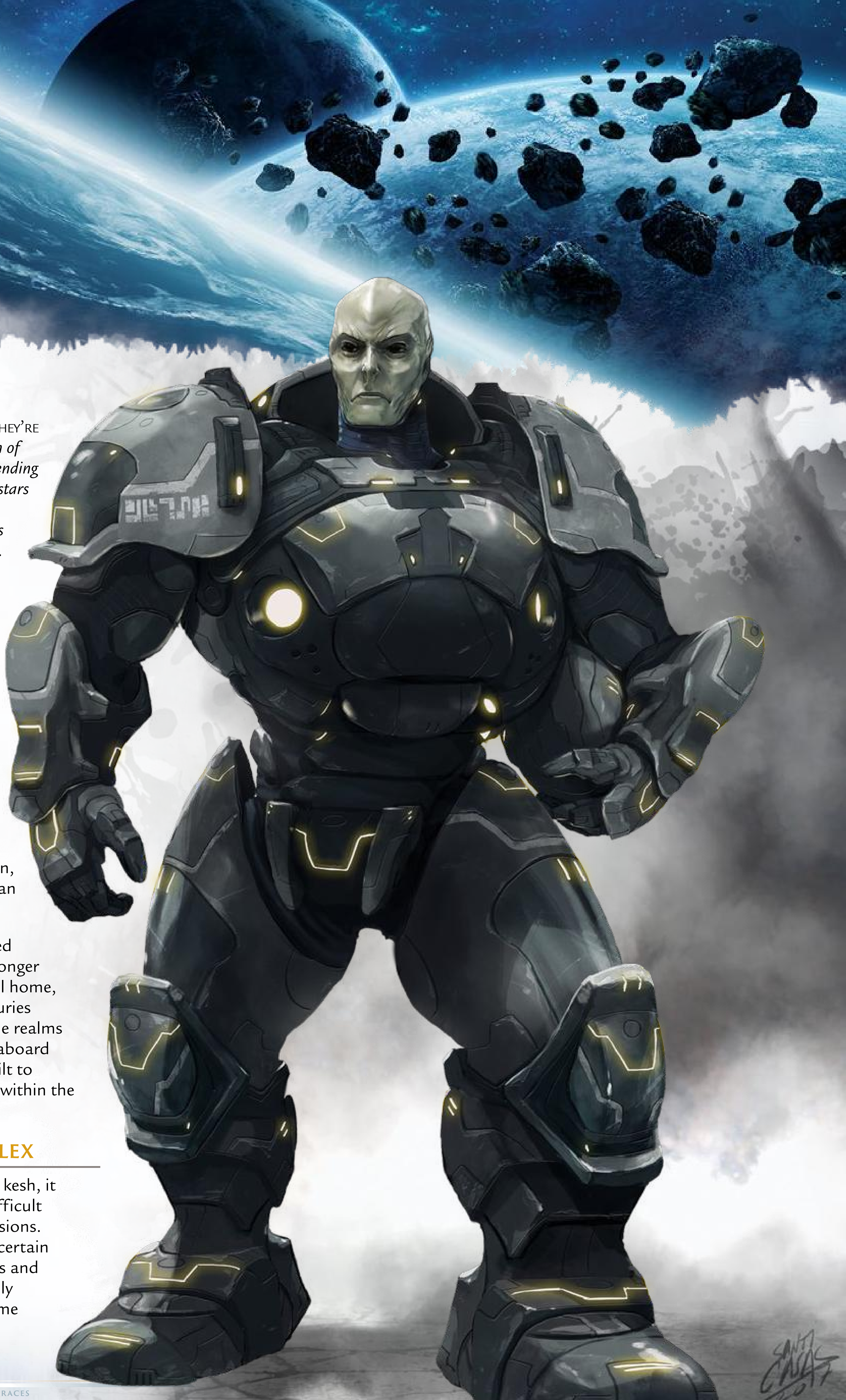
"And as always," Arisa raised her voice, "you know a lot more than you're letting on. You're holding out on us!"

The kesh scoffed "You are one of few people in this universe who knows there is always a larger reason why—"

"Blah, blah, blah," Arisa growled. "You know what I think? I think you have no idea what to do with the all the secrets you harbor. I think... no, I *know*... that all the fancy cryptic nonsense is just an act, and that you're just as scared stupid as the rest of us on –" she paused as her comm unit flashed. "It's Lincoln. Looks like they've found where Twilight Tech is keeping Lucene. An old starbase that's not even on the nav charts."

The kesh's smile returned. "And so begins the real mission. So interesting, you humans."

Arisa rolled her eyes. "Yeah yeah, can you just cut the crap now and let me work?" She flipped up her comm unit and shared a brief look with the kesh while the holo image came alive and she again broke the silence. "Nightshade here. Talk to me."



# KESH

*"All I can say is that they're the dictionary definition of persistence. Imagine spending your life wandering the stars hoping to be that lucky lottery winner that finds the home that once was. And if you don't, it gets passed down to your next generation. Even with all that, they're friendlier than the lizards and a lot less stuffy than the glowy folk in the suits. If you haven't done one of those memory-melds with a kesh, make sure you try it at least once. You'll be in for a treat, for sure."*

— Sanrod Trenton,
human technician

Before all else, the kesh are a people bred for exploration. No longer having a world to call home, they have spent centuries living either within the realms of other peoples, or aboard massive starships built to traverse new regions within the infinite expanse.

## SIMPLY COMPLEX

Upon first meeting a kesh, it can sometimes be difficult to gauge their expressions. Over time, however, certain minute facial features and gestures become easily recognizable. The same

cannot be said for other kesh, who recognize these slight inflections instantly. This is partly due to their native language, which includes a number of facial expressions in combination with their speech.

Kesh are slightly shorter than an average human, though their builds can vary. They have no hair on their bodies at all. Their skin appears extremely smooth, but has a slight rubbery texture when touched. Their skintones range between shades of pale greens and browns. All kesh have pitch black eyes that cast a shadowy reflection when gazed into.

## Gone but Not Forgotten

In the earliest recorded history of the kesh, legend speaks of a homeworld that was a beacon of light and prosperity within the galaxy. However, through their arrogance, the kesh's world was swallowed by a great darkness from which they never truly recovered. The survivors of this ancient people abandoned their home to become wanderers among the stars, and in following centuries lost all knowledge of its location.

Through this lesson of history, the kesh have come to follow a path of exploration and enlightenment. They do this hoping that one day they will rediscover their lost homeworld, and return there not only as a better people, but as an evolved society worthy of the glory of their former home.

## A Life of Discovery

There is no greater purpose amongst the kesh than to gain enlightenment from other societies while sharing their learned experience with each other. The elders among the kesh call this "The Great Renewal." Kesh have the ability to "share" their experiences with other kesh though a ritual of minor telepathy when they are in close range. This act must be mutually accepted between all parties, and is a tool that helps each of their species become more aware of the universe around them.

Though even the oldest of their kind is unclear of what their people face once the kesh rediscover their lost home, they are certain that this time, they will be ready to overcome whatever still lies in wait.

## Kesh Names

A kesh name has two different variants, depending on their social situation. Their birth name does not change. In situations where they are in a formal setting or when meeting strangers, they use their family's crew designation as their surname, preceded by the word "fel", meaning "part of" in their native language. In more personable or informal situations, a kesh can reveal their family name. Unless they are amongst allies, close associates, and friends, revealing a family name is considered disrespectful to their crew.

**Male Names:** Aldon, Balo, Calet, Druso, Eruka, Finli, Gento, Karul, Lysin, Mirul, Misrym, Neri, Remis, Sakol, Tesso

**Female Names:** Adrine, Atalya, Calli, Dalil, Elona, Fayliah, Ilethi, Ladisia, Mereia, Nisuri, Oree, Piriele, Riel, Truna, Vanika

**Crew Names (preceded by "fel"):** Astalir, Cojiva, Gaevo, Jojari, Medoran, Sherfin, Velark, Wotamo, Xuxor, Zehali

**Family Names:** Gage, Hiyul, Kiet, Larik, Mosh, Noram, Nuel, Seon, Toski, Yarit

## Kesh Traits

The kesh possess a number of advantages due to their adaptive nature passed down through generations.

***Ability Score Increase.*** Your Dexterity increases by 2.

***Age.*** Kesh take longer to reach what is considered "adulthood" to their species, ranging between 40 and 50 years. They are known to have a lifespan of close to 500 years, but there are rumors of a small group of kesh who have lived centuries longer.

***Alignment.*** Kesh are explorers first and foremost. Because they often deal with various species and cultures, they tend to be neutral in alignment with a leaning toward goodl.

***Size.*** Kesh average between 4.5 to 5.5 ft. in height and tend toward slim to slightly stocky builds. Your size is Medium.

***Speed.*** Your base walking speed is 30 feet.

***Darkvision.*** With generations of adapting to various planetary climates as well as the vastness of space, kesh have the ability to see well in dim and dark places. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

***Languages.*** You speak, read, and write Common, Keshian, and one other language of your choice.

***Expert Explorer.*** You are proficient in the Survival skill.

***Minor Alteration.*** You gain use of the *alter appearance* talent. You can use this talent once, after which you must complete a long rest before you can use it again. Even when using this feature, you are unable to change the natural black eye color that is native to all kesh.

At 4th level, you gain an additional use of this feature and can extend the duration for one additional hour. This increases by one use and one additional hour again at 9th level and 14th level. You regain all uses of this feature when you complete a long rest.

***Memory Meld.*** You gain use of the *shared vision* power. You can use it once after which you must complete a long rest before it can be used again. Charisma is your channeling ability for this power when you use this feature.

## NOBLE KESH

As one of the noble-born or "Shavnali," you have a deep understanding of other races and cultures, as you strive to learn and adapt them to your own.

The Noble kesh are galactic explorers; however, they spend most of their time on other planets living within the various societies that inhabit these worlds. They often serve as emissaries and ambassadors for their race while they themselves learn to adapt and thrive in whatever environment in which they find themselves.

***Ability Score Increase.*** Your Charisma score increases by 1.

***Kesh Survival Training.*** You have proficiency with the long blade and energy staff.

***Additional Language.*** You can speak, read, and write one extra language of your choice.

## STAR KESH

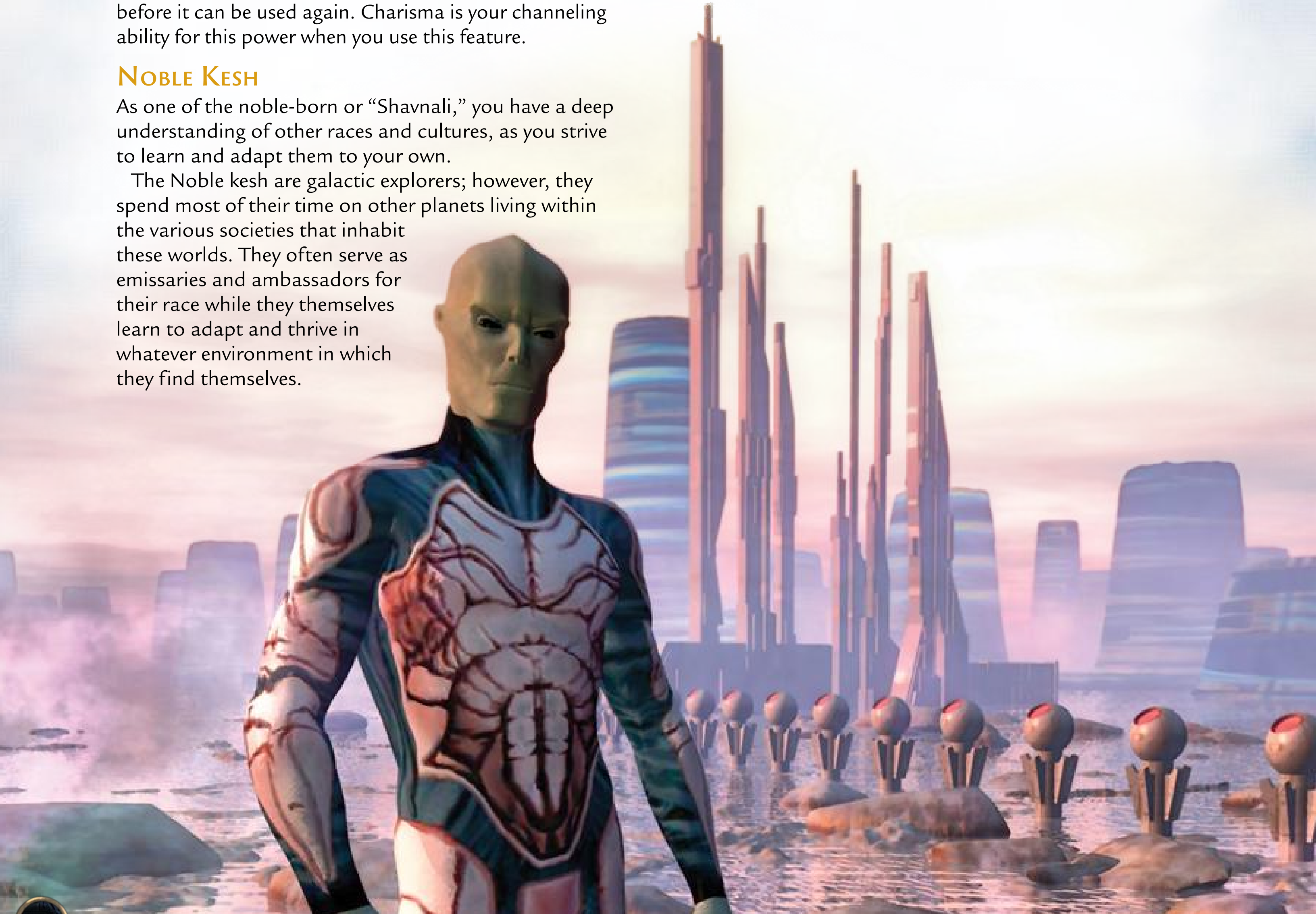
Amongst your kind, you are known as the "Kelamir"—which is loosely translated as "of the Stars." Where the noble-born are primarily planetary explorers, you are an expert in venturing into the wilds of space, searching for the answers to the ancient mysteries of the endless void.

The Star kesh normally treat their origins or bloodlines as secondary, focusing more on their length of service across the stars and the crews under which they have served. Though they do keep their birth names, names are often supplemented by either a rank or title marking their accomplishments across the star ocean.

***Ability Score Increase.*** Your Intelligence score increases by 1.

***Space Science.*** You may add your proficiency bonus to any Intelligence (Astrophysics) checks, or double your proficiency bonus if you are already proficient.

***Crewmember Training.*** You have proficiency with one artisan tool of your choice.



# ASSASSIN ABOARD

*by Rich Lescouflair*

Riel started across the platform, then stopped midway. The short sound of a muffled whimper caught her ears, followed by a weak moan as Riel looked up toward the source. Gagged, bound with restraints, and hanging by the ankles from a loose cable was Riel's father. His biosuit bore a huge gash along the chestpiece.

"Father!" Riel shouted as she rushed toward him. She could see her father's eyes, black pupils frozen wide with terror. Only when she made it close enough could she also see that the horrified gaze was not focused on her. A rumble shook the ground as an unseen force from underneath Riel's body shot her up off her feet and onto her back. She attempted to roll, but only managed to turn once before she was pushed down onto her stomach. The tip of an energy blade slid between the spaces of her suit's neck guard, centimeters from her skin.

"Kesh girl," a raspy voice spoke from behind. She felt his knee dig into her back. "Give me your access codes, and I'll let you die quickly."

"Who are you? What have you done to my father?" Riel shouted, ignoring the man's request. She felt the blade brush lightly against her skin, causing her to wince at the searing pain.

"I have no time for your whining, little girl!" he growled back. "I know you have the primary command codes. Start talking and each digit you give me will be one less moment of suffering for you and your father."

Riel centered herself, focusing her inner energy in the slight hope she could retain her concentration. A second later, a torrent of rushing air spiraled about them both. It was just enough to distract her assailant as Riel spun her body a hard sideways, rolling her enemy off of her. She ignored the small gash the blade left as she swept her arm outward, blasting the attacker with a wave of gravitic force.

Her assailant nearly fell over from the crushing wave. Riel finally gazed upon her enemy; a tall lorendi male shrouded in a mirrored infiltration suit. It was all she saw before the assassin raised his hand and a column of electricity shot out from the ground, nearly frying Riel whole. He then instantly appeared at Riel's side, almost as if he and his shadow had traded places. Riel felt the assassin's energy blade cut through her suit into her skin, making her dizzy with pain.

Working from adrenaline alone, Riel leapt sideways toward the railing, barely catching the bars to stop from tumbling to the lower deck. She remained still and focused, watching the shadows play around her.

It was only a few moment before she saw the space shift around her. She jumped sideways, hoping the assassin's blade would miss its mark. Her plan paid off, the assassin's figure now just out of arm's reach. "Eat this!" she shouted as a globe of dark energy burst around the lorendi, lifting him from the ground. She pushed her fist into a forward motion sending the assassin crashing into the nearest wall panel, electrifying the circuitry in his suit.

Hearing the satisfying crunch, she pinned her fist against the lorendi's sternum. "OK, scaly," she said, "Now it's *my* turn to ask the questions.

# MATOKAI

"THESE BEASTS ARE AN AMALGAM OF ORGANIC MATTER AND *the primordial essence that makes up our universe. Very few understand their antiquated tribal customs and myth-laden practices. Their only known lineage hails from the enigmatic nature of the bahtera. Though honor-bound by their own internal code, they are also highly reclusive, which makes me wonder how deep the internal struggles lie between their peoples."*

— Valara Drake, promethean commander

For over a thousand years, the major races of the Silrayne Arc have explored the primordial energies that form the universe and the delicate balance that binds them together as a whole. Bahtera, hybrid beasts formed from matter and energy, walk between these two cosmic realities and evolve by adapting the matter of other species into their own bodies. During one such period of evolution, a new species was born, an offshoot carrying the exotic traits of their mercurial ancestors. This race of creatures became known as the matokai.

## CHILDREN OF THE ELEMENTS

Matokai are primarily a race of humanoid lizards, but they also inherit a dual nature, one that binds them to a particular source of primordial energy. They have distinct builds, skin textures, and colors that define their lineage. Their connection to these energies can often manifest in the form of innate talents or resistances depending on their sub-type.

Physically, the matokai vary greatly in height, ranging anywhere from 5 feet to almost 7 feet. They have elongated snouts with sharp fangs. The majority of their bodies are covered in fine scales that vary in color between shades of blue, gold, red, or white. Their hands and feet bear sharp claws, with three fingers and a thumb on each hand. They possess no hair, but can have different variations of fins or small spikes that run from the tops of their heads down over their spine.

While the matokai are descended from the bahtera, they are very far removed from these creatures, who view the matokai to be abominations and a misstep in the evolutionary process. While they don't bear immediate hostilities, the bahtera and matokai have extremely strained relations, with the only thing shared in common being their form of communication.

## DUTY AND HONOR

Matokai society is heavily focused on position and steeped in codes of honor and tradition. They believe themselves to be directly linked to spirits that reside within the energies of the galaxy, guiding all things toward an eventual destiny. Their homeworld, Bas Drasku, is overseen by a number of provincial governments and presided over by five monarchs—an imperial ruler and one head representative for each matokai sub-type. Each of these has a hierarchy of military and clan leaders that hold rank based on their popularity and respect of the people.

Honor, self-worth, and loyalty to one's clan all play an important part in the daily lives of the matokai and this can seen in different forms in those who venture off to other worlds. Matokai who are found in different cultures still hold their own strict code of ethics and a desire for self-improvement. Though this attitude can provide positive reinforcement, it can sometimes goad them into taking unnecessary risks to avoid the shame of failure or embarrassment.

## REACH OF THE PEOPLE

The matokai have established colonies throughout most of the Silrayne Arc. It is rare to travel into a major star system and not find a space station or planetary settlement built by the matokai. The reasoning behind this galactic expansion is two-fold. They wish to be represented in all matters that may involve their people, as well as establish close relations with each of their neighboring allies.

## MATOKAI NAMES

A matokai has a given name and a clan name. When introducing themselves, their clan name is presented first. After their lineage has been established, it is common for others to simply use the matokai's given name on its own whenever referring to them.

**Male Names:** Ajarax, Balamor, Craxar, Druval, Eltor, Getrin, Heshrak, Krel, Margon, Nathkar, Prakund, Rhortak, Strazku, Toruun, Velkyth

**Female Names:** Akuske, Biridu, Dilar, Fareh, Havoshi, Johralu, Kaiann, Kohra, Mishiki, Nalka, Rageri, Sursuke, Tagasa, Uronka, Vatale

**Clan Names:** Bargatul, Chataka, Girolei, Krathta, Linayako, Nekrimat, Qugiri, Sylori, Tojoru, Wamarei

## MATOKAI TRAITS

Your matokai character has certain traits in common with all other matokai.

***Ability Score Increase.*** Your Constitution increases by 2.

***Age.*** Matokai age and mature at the same rate as humans. They lifespans are slightly longer, living to around 150.

***Alignment.*** Matokai tend to be lawful or neutral, but their personal code of ethics can vary greatly between selfishness and selflessness. Though they usually lean toward good, evil matokai are far from uncommon.

***Size.*** A matokai's height can vary greatly, being anywhere between 5 feet to a little over 7 feet tall. All matokai, regardless of height, are a little bulkier in build than most humanoids. Your size is Medium.

***Speed.*** Your base walking speed is 30 feet.

***Languages.*** You speak, read, and write Common, Matokai, and Bahtera. Bahtera is a combination of gestures and deep, often guttural sounds.

***Claws.*** Your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

***Subraces.*** Each matokai comes from one of four different subraces, known to them as sub-types.

### FIRETAIL

As a firetail, you possess a sharp mind and shrewd senses which you must often use to reign in your arrogance and hot-temperedness. You have red scales that are always warm to the touch. Your skin and snout have rough ridges that can vary in size between others of your type. You have bright yellow or ashen gray eyes.

***Ability Score Increase.*** Your Intelligence increases by 1.

***Esper Talent.*** You gain use of the *fire lance* talent, which you can use once and regain the ability to do so again after you finish a long rest. The talent's rank increases to 2 at 6th level, and increases again to rank 3 at 11th level and rank 4 at 16th level. Constitution is your channeling ability for this talent when you use this feature.

***Fire Resistance.*** You have resistance to fire damage.

### SKYTALON

Much like the wind and sky, your imagination knows no bounds. You have a keen mind and a strong sense of pride and purpose. Though you tend to be open-minded to others, your demeanor can sometimes cause you to be viewed as haughty or arrogant.

Your scales are smooth and golden. You eye color ranges between all shades of blues and yellows.

***Ability Score Increase.*** Your Wisdom score increases by 1.

***Like the Wind.*** You can spend a bonus action to double your walking speed and jumping distance for 1 minute. Once you use this feature you can't use it again until you finish a short or long rest.

***Keen-minded.*** You gain proficiency in the Insight skill.

### STONEFANG

As one of the stonefang, you are physically stronger than your other brethren, but understand that with such strength must come discipline. You can often be blunt in both your speech and mannerisms, preferring to follow your gut and turn necessity into action.

You have rough textured white scales with tiny gray and black flecks that can only be spotted up close. You are a bit broader in stature than other matokai. Your eye color ranges between shades of yellow, green, and brown.

***Ability Score Increase.*** Your Strength score increases by 1.

***Stone Scale.*** You can spend a bonus action to harden your scales, giving you resistance to bludgeoning, slashing, and piercing damage until the start of your next turn. You can use this feature once after which you must finish a short or long rest before you can do so again.

You gain another use of this feature at 6th level and can use it three times at 11th level. You regain all uses of this feature when you finish a short or long rest.

### WAVECLAW

You have a love of beauty and variety in all things. Though you enjoy interacting with others, your mood and demeanor can easily shift, much like the ebb and flow of the seas and rivers on your homeworld.

Your scales are smooth, slick, and a light or dark shade of blue. They are colored shades of blue, green, or gray.

***Ability Score Increase.*** Your Charisma score increases by 1.

***Amphibious.*** You can breathe air and water.

***Darkvision.*** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

***Energy Resistance.*** You have resistance to cold damage.

# RITE OF PASSAGE *by Rich Lescouflair*

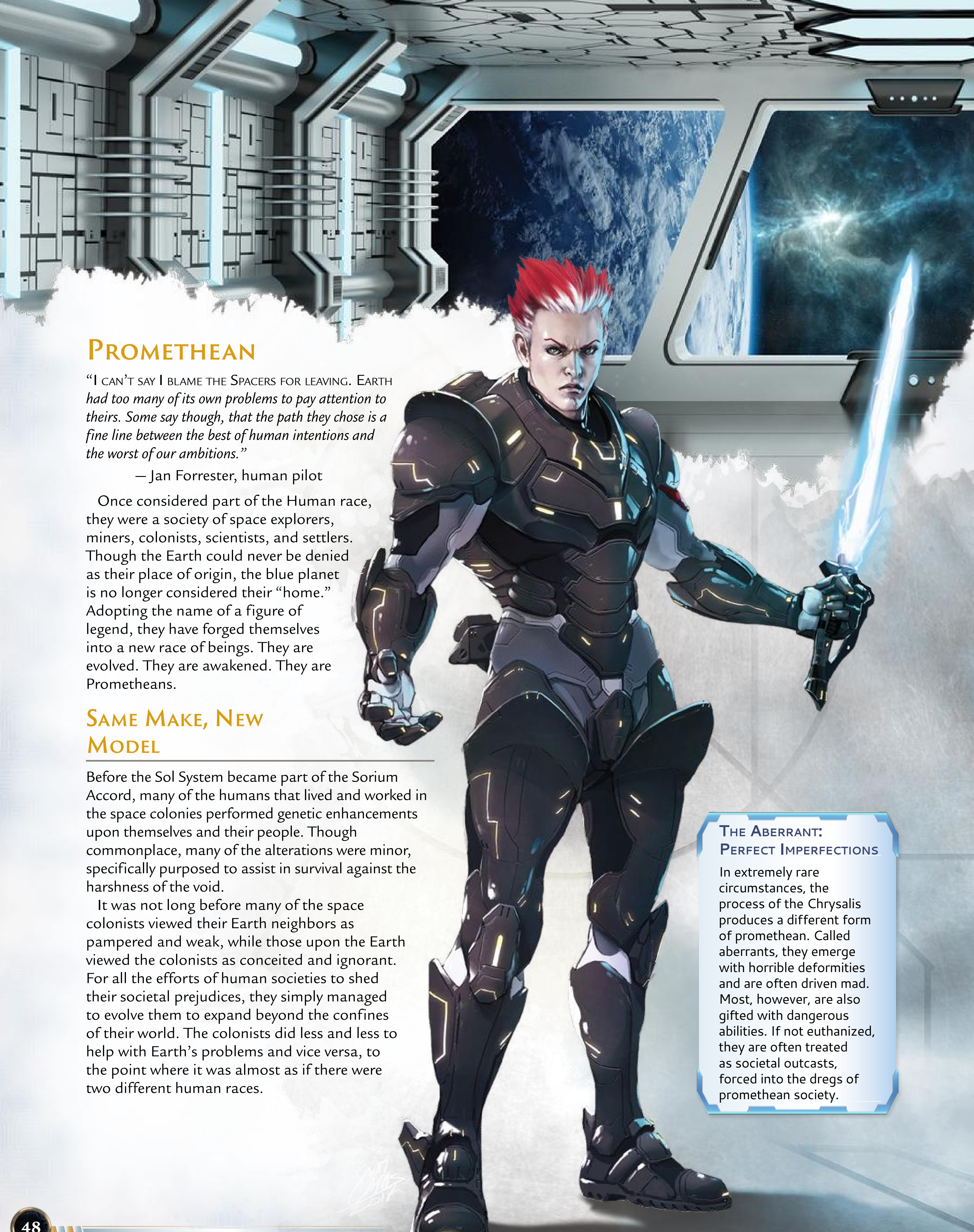
Drowning out the sounds of the ravaging storm, the stonefang bellowed a loud battle cry quickly bringing Eltor back to his senses. He shifted his footing, nearly slipping on the muddy patches scattered about along the rocky platform. He still couldn't figure out a survival tactic, but his mind only had time for split second decisions as the stonefang pounded in his direction once again. The first and only thing Eltor saw was the shine of a power axe's gleaming metal edge, cutting a path toward him through the curtain of raindrops. His muscles tightened as he poised his own blade in defense. His feet dug into the rocks as steel hit steel. It took Eltor all of his strength to push back his assailant's attack. Even as stocky as he was for a skytalon, he was still a couple inches short of six feet, a severe disadvantage against his imposing eight-foot stonefang adversary. He pushed back and rolled to the side by a large outcropping near the edge of the rock face. Catching his breath, he quickly stole a glance of his surroundings.

His white-scaled opponent had driven him away from the center of the battle arena the blue-lit circle marking the area where his test began. Up in the balcony, both his father and his teacher stood, watching the challenge intently. Any further movement would take them outside the combat area, where he would be disqualified. He had to hold his opponent off here. Eltor was thankful that at least the wet weather provided him with as much cover as it did to obstruct his vision. Rocks and pebbles flew as the sound of metal boots pounding across the dirt nearly matched the intensity of the thunder up above, alerting Eltor of the stonefang's impending attack.

Heaving in a new breath, the skytalon rolled forward away from the small boulder, his opponent's lethal swing tearing apart the stone block where Eltor's head had been resting. The matokai student quickly leapt onto the stone block's gaping peak, hurling his spiked boot straight into the stonefang's long snout. Its neck jerked back, seemingly just in annoyance, making Eltor curse at himself for the fear that suddenly gripped him.

The vibrating blade of the power axe tore away from the stone giving enough time for Eltor to dig his claws into the stone and push himself off before his legs would decide to part ways with him. The huge stonefang then descended upon him again as he rolled forward onto his feet. Eltor brought his blade above his head, pain shooting though his arms as he blocked another jumping slash. He spun his blade low, coming upward with such speed as only desperation could bestow on him. The telltale swing cut into his opponent's armored hide, forcing the stonefang into a painful bellowing cry. It clutched the wound and swung the great axe sideways with its other arm. Eltor hastily jumped backward but had no time to take a defensive stance before the huge warrior rushed at him. Its shoulder impacted with the skytalon's sternum, sending him sliding nearly a good fifteen feet across the dirt, his chestpiece the only thing keeping his ribs from coming apart. Just great, Eltor thought to himself, now I've just managed to make him angry.

He looked back up at the platform where the score markers lit up through the rain. To his surprise, he and the stonefang were even. That alone gave Eltor the confidence he needed. He clenched his fangs and growled, his clawed fingers closing tightly around the handle of his blade. Today is the day I become a warrior, he thought. Today is the day when I gain my honor.



# Promethean

"I can't say I blame the Spacers for leaving. Earth *had too many of its own problems to pay attention to theirs. Some say though, that the path they chose is a fine line between the best of human intentions and the worst of our ambitions."*

— Jan Forrester, human pilot

Once considered part of the Human race, they were a society of space explorers, miners, colonists, scientists, and settlers. Though the Earth could never be denied as their place of origin, the blue planet is no longer considered their "home." Adopting the name of a figure of legend, they have forged themselves into a new race of beings. They are evolved. They are awakened. They are Prometheans.

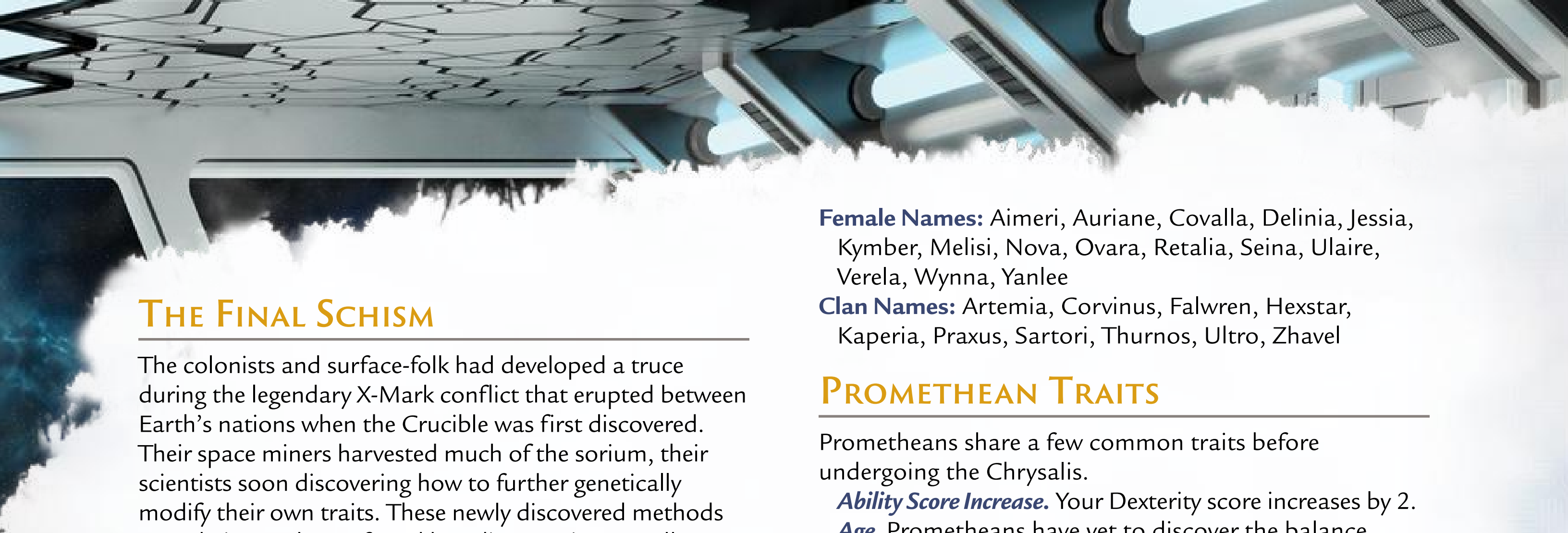
## Same Make, New Model

Before the Sol System became part of the Sorium Accord, many of the humans that lived and worked in the space colonies performed genetic enhancements upon themselves and their people. Though commonplace, many of the alterations were minor, specifically purposed to assist in survival against the harshness of the void.

It was not long before many of the space colonists viewed their Earth neighbors as pampered and weak, while those upon the Earth viewed the colonists as conceited and ignorant. For all the efforts of human societies to shed their societal prejudices, they simply managed to evolve them to expand beyond the confines of their world. The colonists did less and less to help with Earth's problems and vice versa, to the point where it was almost as if there were two different human races.

### The Aberrant: Perfect Imperfections

In extremely rare circumstances, the process of the Chrysalis produces a different form of promethean. Called aberrants, they emerge with horrible deformities and are often driven mad. Most, however, are also gifted with dangerous abilities. If not euthanized, they are often treated as societal outcasts, forced into the dregs of promethean society.



## THE FINAL SCHISM

The colonists and surface-folk had developed a truce during the legendary X-Mark conflict that erupted between Earth's nations when the Crucible was first discovered. Their space miners harvested much of the sorium, their scientists soon discovering how to further genetically modify their own traits. These newly discovered methods gave their people newfound hereditary traits, as well as some hindrances.

Still, the space colonies had never forgotten the generations spent on the sidelines of Earth's governments. When the Sorium Accord was signed, they chose to separate from the rest of their people, officially naming themselves prometheans and establishing a society based on organizational roles on the planet Ondus.

## PERFECTING THE GODS' DESIGN

With their own evolution and survival at stake, this new society focused on adapting themselves to their new environment and homeworld.

Throughout the last century, the newly formed prometheans have strived to control their own stages of growth as a species. At an early age, each are subjected to genetic modifications. Once a promethean reaches their young adult years, they go through a final process that has come to be called the "Chrysalis," named after the machine used for the procedure. This process determines what type of promethean they will become. This focus on particular enhancements, however, limits their evolution to science. With this in mind, much of the versatility that is prominent in other humans is greatly diminished.

Physically, a promethean's outer appearance is not much different from a human. Their builds are similar and they still retain the same broad variety of skintone, complexion, and eye color. The biggest difference is that such things can now be programmed instead of left to chance. Aside from silvery roots, hair color still varies for prometheans of the crescent, while the fire-blooded are limited to deep browns and reds.

## PROMETHEAN NAMES

Abandoning most of their human identity, the prometheans also established their own families and genetic lineages. Some of the family names are simple variants of those carried by their human ancestors, while others have completely changed. In recent years, the given names for promethean children have also varied greatly, no longer influenced by Earth history or culture.

**Male Names:** Bareino, Cyphus, Daviel, Fiano, Idran, Jalan, Katar, Kyrian, Ledra, Malor, Palarm, Raegar, Salenkis, Thartan, Vesio

**Female Names:** Aimeri, Auriane, Covalla, Delinia, Jessia, Kymber, Melisi, Nova, Ovara, Retalia, Seina, Ulaire, Verela, Wynna, Yanlee

**Clan Names:** Artemia, Corvinus, Falwren, Hexstar, Kaperia, Praxus, Sartori, Thurnos, Ultro, Zhavel

## PROMETHEAN TRAITS

Prometheans share a few common traits before undergoing the Chrysalis.

***Ability Score Increase.*** Your Dexterity score increases by 2.

***Age.*** Prometheans have yet to discover the balance between extending their years and adapting their bodies to the rigors of their new home. Thus, they still reach adulthood in their late teens and live to about 100 years.

***Alignment.*** A young race, prometheans often take caution to the wind, often leaning toward a chaotic alignment. This, however is a mere tendency as there are still prometheans of all personality types.

***Size.*** Like their human kin, height and weight varies but retain a size of Medium.

***Speed.*** Your base walking speed is 30 feet.

***Darkvision.*** Most prometheans gain this trait at a young age, sometimes even passed along through their parents. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

***Languages.*** You speak, read, and write Common and one other language of your choice.

***Sub-species.*** Prometheans become one of two types after they pass the Chrysalis into adulthood.

### CRESCENT

As a promethean of the Crescent, you are intellectually evolved. Crescents make up much of the scholars and diplomats on Ondus. Though hair color is much like a humans, it is always silver at the scalp, growing into its natural color beyond the first inch or so.

***Ability Score Increase.*** Your Intelligence score increases by 1.

***Logical Thought.*** You have advantage on saving throws against mind-altering and hallucinatory effects caused by toxins or esper powers.

***Keen Sense.*** Gain proficiency in the Perception skill.

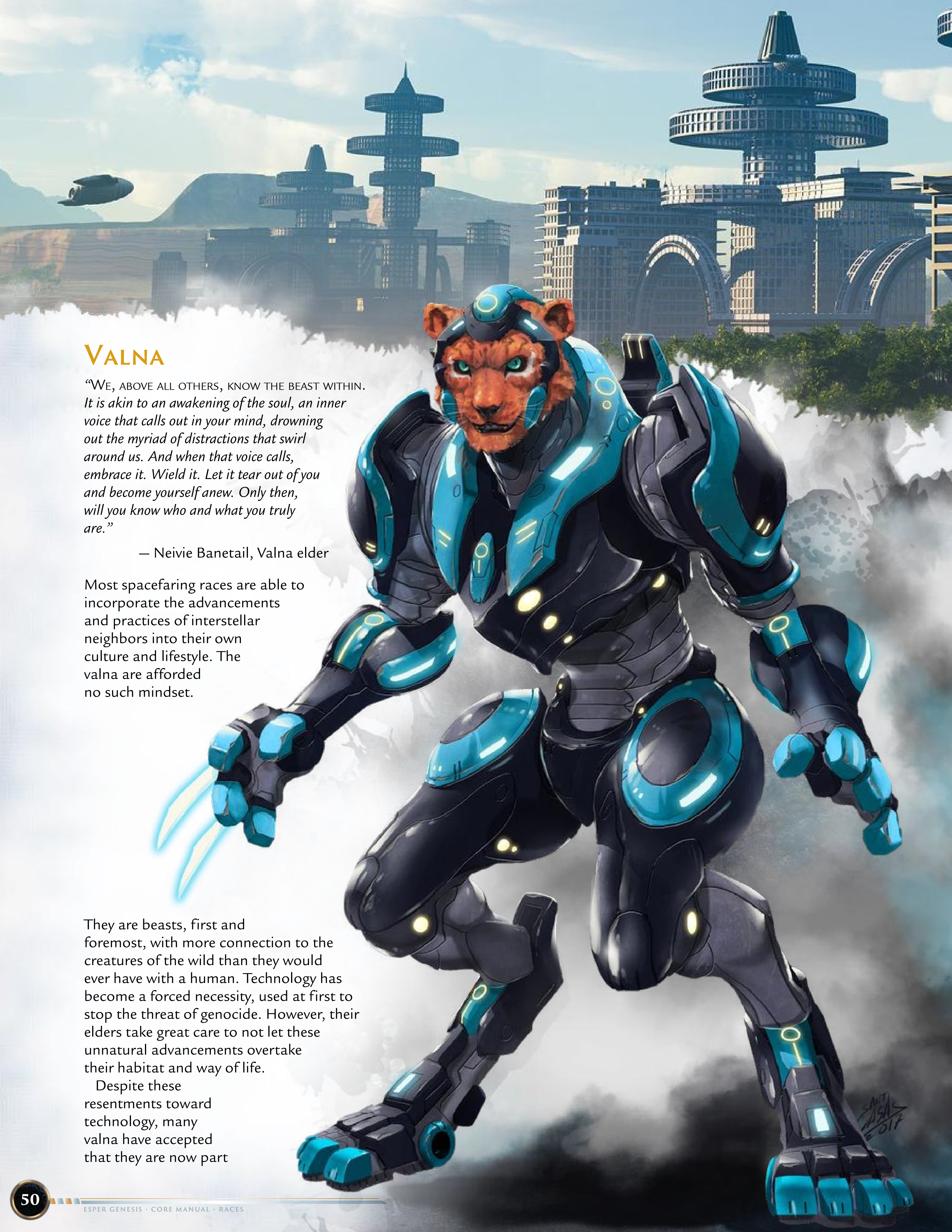
### FIRE-BLOODED

As one of the fire-blooded, you are physically stronger and more resilient. Fire-bloods tend to have very thick hair ranging from deep browns to bright reds. Their eye colors range from normal to bright blues and yellows.

***Ability Score Increase.*** Your Strength score increases by 1.

***Resilience.*** You have advantage on saving throws against poison and disease, and have resistance to poison damage.

***Maximum Effort.*** Once per long rest, you may double your proficiency bonus to any Athletics or Acrobatics skill check. You gain an additional use of this ability at 5th level, and again at 9th and 14th level.



## VALNA

"We, above all others, know the beast within. *It is akin to an awakening of the soul, an inner voice that calls out in your mind, drowning out the myriad of distractions that swirl around us. And when that voice calls, embrace it. Wield it. Let it tear out of you and become yourself anew. Only then, will you know who and what you truly are."*

— Neivie Banetail, Valna elder

Most spacefaring races are able to incorporate the advancements and practices of interstellar neighbors into their own culture and lifestyle. The valna are afforded no such mindset. They are beasts, first and foremost, with more connection to the creatures of the wild than they would ever have with a human. Technology has become a forced necessity, used at first to stop the threat of genocide. However, their elders take great care to not let these unnatural advancements overtake their habitat and way of life.

Despite these resentments toward technology, many valna have accepted that they are now part

of a much larger galaxy. They therefore make efforts to create alliances and friendships in an attempt to learn from those around them, as well as help these newfound allies to understand and accept the valna's unfamiliar practices.

## FERAL DUALITY

The valna bear both catlike and humanoid traits, though it's their bestial nature that can dictate how they think and deal with others. They act primarily on instinct, seeing emotions such as fear, delight, and anxiety as tools toward survival versus something meant to be understood or defined.

Whenever a valna shows anger or acts with aggression, it is often coupled with a tangible reason such as survival, hunger, or surpassing an obstacle that keeps them from going forward. It doesn't mean they lack emotion. They are, in fact, very empathetic. But they will likely choose to not express them in the moment if a more fundamental necessity takes precedence.

They also have a knack of being able to read the emotions of those around them, often reacting accordingly. This way of thinking can make valna companions very hard to read in certain situations. People who are joyous or who make the valna feel at ease find a much easier time dealing with them.

Physically, most valna possess a lean build. The majority of their features are catlike but they stand upright on their inverted hind legs. Their body fur can be shades of black, brown, gray, orange, or white. Some have a combination of colors in the form of stripes or spots. Their eyes can be brown, blue, green, hazel, or yellow.

## THE TRIBE AND THE PACK

There were once many different tribes that lived on Vaal. The bio-weapon that tore through their people wiped out generations of valna, leading to consolidation of the scattered groups. There are only a few surviving tribes of valna. Where a valna's tribe determines their bloodline, their pack defines their role in society. A valna's pack and their role within it is the most important aspect of their being. Their deeds and actions within a pack denotes their position in the valna society, as well as how they are viewed amongst their peers. A valna without a pack is deemed to be unworthy of respect.

On Vaal, packs are easily formed. However, it is much different for valna who travel across the stars. These travelers often find themselves adopting their alien companions as packmates, often choosing their own role or working with their teammates in order to define one.

## STRIVE TO SURVIVE

Survival and preservation of their pack takes precedence above all else, often causing valna to take actions that others might see as harsh or cold-hearted. This is mostly attributed to their upbringing within the unforgiving environment of their homeworld, where many other savage beasts dwell. Such mannerisms show themselves less for valna who have spent years away from Vaal, but it is and always will be a part of their inherent nature.

## VALNA NAMES

Valna have a given name at birth they keep throughout their lifetime. Once they reach adulthood, they must go through a rite of passage, usually one that requires a test of cunning and survival. It is usually during this ritual the valna receives their surname, which is traditionally a marker of an important event in their life, a deed performed, or a particular aspect of their persona.

**Female Names:** Atanna, Colise, Eria, Kobare, Makista, Nievie, Oleri, Raesia, Sina, Tanbay, Tuji, Walima, Xacca, Yira, Zatea

**Male Names:** Aikor, Bakkas, Elzal, Famel, Hupan, Jabra, Ludum, Mero, Naewal, Perazo, Relor, Towan, Vorel, Wemar, Yando

**Sample Surnames:** Banetail, Bravestride, Dustfinder, Firefang, Moonrock, Nightwalker, Skychaser, Songweaver, Sorrowling, Stormclaw

## Valna Traits

Your valna character has the following traits.

***Ability Score Increase.*** Your Dexterity score increases by 2 and your Wisdom score increases by 1.

***Age.*** Valna age and mature at the same rate as humans.

***Alignment.*** Valna tend toward neutral or chaotic alignments. Not many valna are evil, but those few who are make for extremely vicious foes.

***Size.*** Valna are slightly taller than the average human. Your size is Medium.

***Speed.*** Your base walking speed is 30 feet.

***Darkvision.*** You have keen, catlike senses. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were in dim light. You cannot discern color in darkness, only shades of gray.

***Claws.*** Your sharp claws grant you a climbing speed of 20 feet while wearing anything other than heavy armor. In addition, your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

***Catlike Agility.*** Your quick reflexes grants you maneuverability in combat. Whenever you take the Disengage action, you can also move 10 feet in any direction.

***Empathic Sense.*** Whenever you make a Wisdom (Insight) check to determine a creature's mood or general attitude, add twice your proficiency bonus, instead of any proficiency bonus you would normally apply.

***Survival Training.*** You gain proficiency in two of the following skills of your choice: Perception, Stealth, Survival, or Xenobiology.

***Languages.*** You speak, read, and write Common and Valna.

## HUNTER AND PREY

by Christopher Robin Negelein

The branch, spiked with wooden stakes, flew at Zatea's face. She ducked it at the last moment, feeling the breeze on her ear tips as she smiled. This meant that her bounty, after being chased through four systems and five biomes, had stopped running.

The chase was almost over but now he was desperate and dangerous.

*To your left!* Blackwing's telepathic warning came just in time. Zatea ducked left as a spray of bullets just missed her tail. The angle of dancing leaves and flying tree bark gave away his direction, if not his position.

Zatea answered back with her own hail of burst fire from her TMX-35. She felt the sorium clip heat up again as began to reforge the ammunition. If she pushed it too far, the clip would empty out before regenerating again.

The jungle was soon silent again. Her whiskers itched.

Looking up, she spotted her drone, Blackwing, its paint job so dark that it looked more like a silhouette than an actual robotic hawk.

Blackwing's cameras took in the entire view below. *I don't see him*. A strange movement caught Zatea's eye. She turned to see a slim rifle barrel peeking out of the bush – and aimed at Blackwing.

The muzzle flash sparked at the same time she was able to swing around and fire her own gun. Blackwing's telepathic screech filled Zatea's mind, but she pushed it out of her thoughts and kept firing while charging forward. Her prey's scent was heavy in the air.

She broke through a thicket to find the most dangerous criminal in the Mid Expanse, Jebediah Otto, on the ground and clutching his side, a dark red stain spread over his shirt.

Zatea pulled out her handcuffs. "You killed my favorite drone. I should let you bleed out for that."

Jeb spit on the ground. "That hunk of junk? You should thank me for it."

She scoffed and reached for his wrist. "You're lucky the law wants you to alive for trial."

Before she could spot it, a thin wire dropped from above, reaching a few inches from her face. Reacting on instinct, she quickly raised her hand, palm out, to protect her throat before the garrote tightened.

Jeb gave a wheezy laugh. "Can't say that Crime Boss Megaron wants the same for you. Poor little cat lady, so focused on her bounty, she forgot about the price on *her* head."

The wire dug painfully into her hand. Pushing back against the garrote, she gained just enough room to tilt to the left and shove an elbow into her assassin. She attempted to follow up with a headbutt only to miss, the hitman swiftly dodging.

Keeping the garrote in place with her burning hand, Zatea dropped to her knees and activated her energy claws with but a thought. She twisted around with a deep, clean slice and the hitman's body quickly dropped like a chunk of meat. *I bet he didn't see that coming.* She tossed the garrote into the bush.

She moved over to Jeb, watching him try desperately to crawl away. She squatted down to meet his gaze. "No, I didn't forget. In fact, I'd like to think this is how Megaron finds out which of his 'employees' are foolish. He should put me on his payroll, as a consultant."

Jeb kept crawling as if he hadn't heard her.

Zatea sighed. "Mr. Otto," she continued, "you can either keep crawling away and die from blood loss or give up now and I'll keep you from bleeding out until we get to the nearest outpost. I'm giving you this offer so that I can fix up my bird, but I might change my mind real soon."

With a half-scowl, Jeb rolled onto his stomach and offered up both wrists.

# 3. Classes

There are many different types of people in the galaxy. The majority strive to make the most out of their lives by using their resources and capabilities to their fullest potential. There are those, however, who look beyond the mundane, willing to brave the unknowns of the universe and face down cosmic threats the likes of which most others could only dare to dream. You are one of these galactic heroes, destined to make choices that shape the way of all things to come.

Your character's class defines the type of galactic hero your character is and everything they have been trained to do. Though each can be considered a profession, they are also a way of life, affecting the way one would see, think, react, and interact with the world around them. A melder might view themselves as an envoy between their people and the eternal forces flowing within the patterns of time and space. An engineer would take a more pragmatic view of the world, their powers being seen as scientific tools with which to advance society to the next age.

Each class provides a number of class features that make up the core of your character's abilities. As you gain experience and advance in level, you not only gain more features, but also earn upgrades to some of your existing ones. A summary table is provided with each class listing the features you gain at each level. Each of these features are explained in detail.

There are some heroes that choose to follow multiple paths, choosing more than one method of wielding their powers. This could be for many reasons, spanning from a change in their outlook to simply wishing to expand their horizons. This method of combining classes is referred to as multiclassing. Optional rules for multiclassing are covered in chapter 6.

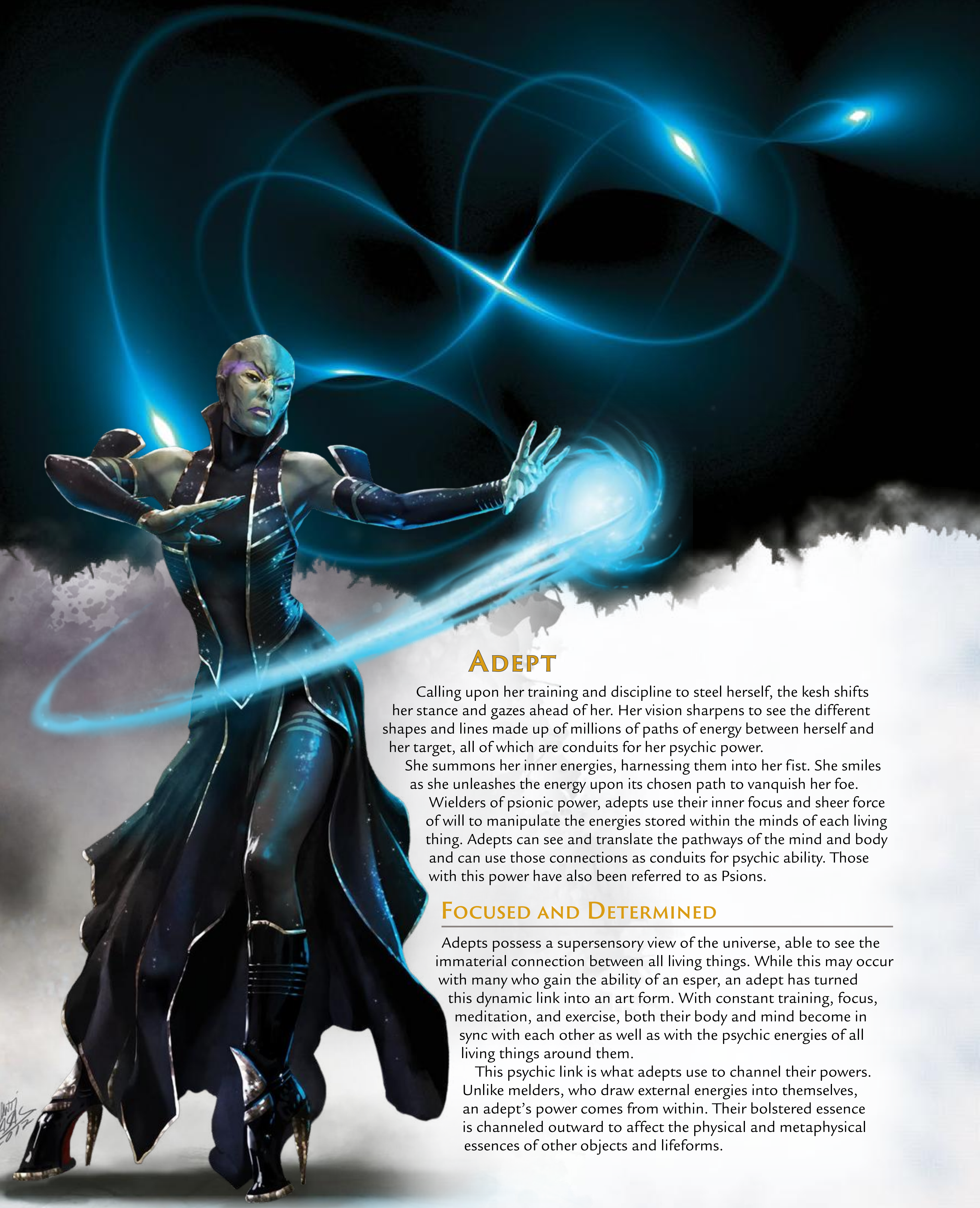
### Classes and Esper Types

Amongst the people of the galaxy, an esper is anyone who can harness the Crucible's energies to use talents and techniques. In game terms, any character with a class is considered to be an esper, though some use their energies in different ways. A melder or an engineer may rely primarily upon their esper abilities, while a warrior or specialist rely more on their own skills until they choose an archetype.

Regardless of how they access their abilities, all espers consider each other to be equal in potential, with the development of their powers making for interesting storylines and plot points throughout your campaign.

### Classes

| Class | Description | Hit Die | Primary Ability | Saving Throws | Armor and Weapon Proficiencies |
|---|---|---|---|---|---|
| Adept | Psion who channels specific forms of energy through sheer force of will. | d8 | Charisma | Wisdom & Charisma | Simple weapons |
| Cybermancer | Channeler who views the world as a system of codes and commands which can be hacked and controlled. | d8 | Intelligence | Intelligence & Charisma | Light armor, simple weapons |
| Engineer | Tech expert using techniques to produce tools and robotic constructs, along with energy weapons and bio-enhancements | d8 | Wisdom | Constitution & Wisdom | Light and medium armor, simple weapons |
| Hunter | Expert tracker capable of amazing extra-sensory and physical feats | d10 | Dexterity & Wisdom | Strength & Dexterity | Light and medium armor, shields, simple and martial weapons |
| Melder | Energy channeler with the ability to shape the forces of creation into a variety of cosmic powers | d6 | Intelligence | Intelligence & Wisdom | Combat knife, throwing blades, collapsible staff, metal baton, light pistol |
| Sentinel | Champion who uses solar and celestial energy through personalized sorium devices to produce devastating effects | d10 | Strength & Charisma | Constitution & Charisma | All armor, shields, simple and martial weapons |
| Specialist | Expert in espionage and infiltration, uses stealth and tools to overcome obstacles and enemies | d8 | Dexterity | Dexterity & Intelligence | Light armor, simple weapons, autopistol, longblade, shortblade, sabre |
| Warrior | Master of combat and tactics specialized in use of all forms of weapons and armor | d10 | Strength or Dexterity | Strength & Constitution | All armor, shields, simple and martial weapons, grenades |



# ADEPT

Calling upon her training and discipline to steel herself, the kesh shifts her stance and gazes ahead of her. Her vision sharpens to see the different shapes and lines made up of millions of paths of energy between herself and her target, all of which are conduits for her psychic power.

She summons her inner energies, harnessing them into her fist. She smiles as she unleashes the energy upon its chosen path to vanquish her foe.

Wielders of psionic power, adepts use their inner focus and sheer force of will to manipulate the energies stored within the minds of each living thing. Adepts can see and translate the pathways of the mind and body and can use those connections as conduits for psychic ability. Those with this power have also been referred to as Psions.

## FOCUSED AND DETERMINED

Adepts possess a supersensory view of the universe, able to see the immaterial connection between all living things. While this may occur with many who gain the ability of an esper, an adept has turned this dynamic link into an art form. With constant training, focus, meditation, and exercise, both their body and mind become in sync with each other as well as with the psychic energies of all living things around them.

This psychic link is what adepts use to channel their powers. Unlike melders, who draw external energies into themselves, an adept's power comes from within. Their bolstered essence is channeled outward to affect the physical and metaphysical essences of other objects and lifeforms.

### THE ADEPT

| Level | Proficiency Bonus | Features | Prime Talents | Talents Known | Maximum Talent Rank | Talent Points |
|---|---|---|---|---|---|---|
| 1st | +2 | Channeling, Psychic Paradigm | 3 | 2 | 1 | 4 |
| 2nd | +2 | Intellect Fortress | 3 | 3 | 1 | 6 |
| 3rd | +2 | Psionic Combat (2/rest) | 3 | 4 | 2 | 14 |
| 4th | +2 | Ability Score Improvement | 4 | 5 | 2 | 17 |
| 5th | +3 | – | 4 | 6 | 3 | 27 |
| 6th | +3 | Psychic Paradigm Feature | 4 | 7 | 3 | 32 |
| 7th | +3 | – | 4 | 8 | 4 | 38 |
| 8th | +3 | Ability Score Improvement | 4 | 9 | 4 | 44 |
| 9th | +4 | – | 4 | 10 | 5 | 57 |
| 10th | +4 | Psionic Combat (3/rest) | 4 | 10 | 5 | 60 |
| 11th | +4 | Esper Mastery (Rank 6) | 4 | 11 | 5(6) | 64 |
| 12th | +4 | Ability Score Improvement | 5 | 11 | 5(6) | 68 |
| 13th | +5 | Esper Mastery (Rank 7) | 5 | 12 | 5(7) | 73 |
| 14th | +5 | Psychic Paradigm Feature | 5 | 12 | 5(7) | 78 |
| 15th | +5 | Esper Mastery (Rank 8) | 5 | 13 | 5(8) | 83 |
| 16th | +5 | Ability Score Improvement | 5 | 13 | 5(8) | 88 |
| 17th | +6 | Esper Mastery (Rank 9) | 5 | 14 | 5(9) | 94 |
| 18th | +6 | Psychic Paradigm Feature | 5 | 14 | 5(9) | 100 |
| 19th | +6 | Ability Score Improvement | 5 | 15 | 5(9) | 107 |
| 20th | +6 | Psionic Recovery | 5 | 15 | 5(9) | 114 |

## HARMONY OF SPIRIT

With an adept's rigid dedication to training and exercise comes an awakening of the senses which can only be described as a harmonius pattern. Very similar to a melder, who breaks these patterns down into codes and symbols, an adept instead sees interconnections between these energies and how each of them intersect and interact with the adept's own form.

Such a view of the universe and the feeling that comes with it is what drives an adept's art and their pursuit of what they see as transendence from the mundane world. Even when channeling their powers, the movements and stances they perform can appear to be almost like a form of dance, as they release their inner energies along those invisible threads of power.

## CREATING AN ADEPT

When you create your adept, consider your connection with the world around you. Are you able to see and influence the thoughts and feelings of others? Can you manipulate and move matter with your mind? Can you alter the molecular structure of other objects, or perhaps even that of your own body? How did you come upon this power and how does it relate to your life experiences?

### ABILITY SCORES

Charisma should be your highest ability score followed by Wisdom. Constitution and Intelligence are also useful.

## CLASS FEATURES

As an adept, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per adept level
**Hit Points at 1st Level**: 8 + your Constitution modifier
**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per adept level after 1st

### PROFICIENCIES

**Armor:** None
**Weapons:** Simple weapons
**Tools:** None
**Saving Throws:** Charisma, Wisdom
**Skills:** Choose two from Deception, Insight, Intimidation, Investigation, Lore, Perception, Persuasion

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light pistol with 15 rounds of ammunition or (b) any simple melee weapon
- (a) a scientist's pack or (b) an explorer's pack
- a portable shield device (PSD)
- any simple weapon

## CHANNELING

Your training and level of attunement has granted you access to a number of esper talents. See chapter 10 for general rules on esper powers and chapter 11 for the adept powers list.

### PRIME TALENTS

At 1st level, you know *psi blast* and two prime talents of your choice from the adept powers list. You learn additional prime talents of your choice at higher levels, as shown in the Prime Talents column on the Adept table.

### TALENT POINTS

The Adept table shows you how many talent points you have. You can expend your talent points to activate a known talent of rank 1 or higher.

Once your pool of talent points is depleted, you are on the brink of exhaustion. Your regain all of your points once you finish a long rest.

Each talent has a rank and a point cost associated with it. If you don't have enough talent points to cover the cost, you can't use the talent.

### TALENTS KNOWN OF RANK 1 AND HIGHER

You know two rank 1 talents of your choice from the adept powers list.

The Talents Known column of the Adept table shows when you learn more talents of your choice. A talent you choose must be no higher than what's shown in the Max Talent Rank column for your level. When you reach 5th level, for example, you learn a new talent, which can be from any rank between 1 and 3.

Additionally, when you gain a level in this class, you can choose from one of the adept talents you know and replace it with another talent from the adept powers list, which must also be of a rank no higher than your Max Talent Rank.

### CHANNELING ABILITY

Charisma is your channeling ability for your esper powers, so you use your Charisma whenever a power refers to your channeling ability. In addition, you use your Charisma modifier when setting the saving throw DC for an adept power you use and when making an attack roll with one.

**Channeling save DC** = 8 + your proficiency bonus + your Charisma modifier

**Channeling attack modifier** = your proficiency bonus + your Charisma modifier

## PSYCHIC PARADIGM

At 1st level, you choose a paradigm which determines the source of your supersensory abilities: animota, battlemind, and dreamshaper. Your choice grants you features at 1st level and again at 6th, 14th, and 18th level.

## INTELLECT FORTRESS

At 2nd level, your purity of mind and focus grants you advantage to saving throws versus being charmed or frightened.

## PSIONIC COMBAT

At 3rd level, your gain the ability to combine your physical and mental energies into fluid and graceful movements to be utilized as offensive and defensive stances. You start with two of the following combat modes and learn one additional combat mode when you reach 13th level.

Your Psychic Paradigm feature can also grant you additional combat modes at higher levels.

You can use your Psionic Combat feature twice. When you use this feature, you choose which combat mode to activate. You regain all uses of your Psionic Combat feature after you finish a long rest.

Some Psionic Combat effects require saving throws. When you use such an effect from this class, the DC equals your channeling save DC.

Beginning at 10th level, you can use your Psionic Combat three times between long rests, and four times between long rests at 17th level.

### PSIONIC COMBAT: IMPROVED PSI BLAST

When you hit with your *psi blast*, each creature within 10 feet of the target must succeed on a Dexterity saving throw or take 1d10 psychic damage.

The additional damage on a failed save increases by 1d10 when you reach 5th level (2d10), 11th level (3d10) and 17th level (4d10).

### PSIONIC COMBAT: MIND SPIKE

As an action, you send a surge of psychic energy into another creature in attempt to overload their senses. Make a ranged channeling attack at a creature within 90 feet of you that you can see. On a hit, the creature takes 2d8 psychic damage and must succeed on a Wisdom saving throw or their movement is reduced by half until the end of their next turn.

The additional damage increases by 2d8 when you reach 5th level (4d8), 9th level (6d8) and 13th level (8d8).

### PSIONIC COMBAT: MENTAL BARRIER

This feature can be used in one of two ways.

- When you are hit with an attack that deals psychic damage, you can use your reaction to take no damage from the triggering attack.
- When you take acid, cold, fire, force, lightning, or radiant damage, you can use your reaction and gain resistance to the triggering damage type until the start of your next turn. Beginning at 11th level, when you use this combat mode, you take no damage from the triggering attack.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## ESPER MASTERY

At 11th level, your attunement to the fundamental forces around you grants you the ability to channel advanced esper talents. Choose a rank 6 talent from the adept powers list. You can activate this power once by spending the required amount of talent points. You must finish a long rest before you can do so again.

At higher levels, you gain more adept talents of your choice that you can use in this way: One rank 7 at 13th level, one rank 8 at 15th level and one rank 9 at 17th level. You regain all uses of your Esper Mastery when you finish a long rest.

## PSIONIC RECOVERY

At 20th level, you regain one use of your Psionic Combat feature when you finish a short rest, after which you must finish a long rest before you can use this feature again.

# PSYCHIC PARADIGMS

Upon their awakening, each adept chooses a path of specialization, each devoted to a specific set of disciplines. In some areas of the galaxy, groups of adepts establish training academies, both in large cities and in secluded regions away from civilization.

An adept, regardless of origin, finds their own style of training and development, but all still begin with a set of established basics. The following paradigms are common amongst adepts encountered throughout the Silrayne Arc. Each paradigm has a list of talents associated with it which is added to the adept powers list.

## ANIMOTA

Your powers focus on manipulating and controlling the constant motion of matter and molecules. You can attune to the balance between mass and energy, enabling you to move objects from a distance, excite the molecules of a structure, or alter an object's mass while in motion. As you grow stronger, you can even learn to repel incoming weapon attacks.

### ANIMOTA PARADIGM TALENTS

| Adept Level | Talents |
|---|---|
| 1st | *propelled shot, quick step* |
| 3rd | *bind step, molecular agitation* |
| 5th | *celerity, matter fuse* |
| 7th | *superior aegis, unfetter* |
| 9th | *projected force, telekinesis* |

### MINOR TELEKINETIC

Starting at 1st level, you gain the ability to generate a control forces of movement in small objects. You learn the *tricky fingers* talent, which doesn't count toward your number of prime talents known.

When you reach 8th level, you can activate this talent by using a bonus action instead.

### TRANSIENT REPULSION

Starting at 6th level, you can use opposing force to ward away incoming attacks. When a creature makes a melee or ranged weapon attack roll against you, you can use your reaction to impose disadvantage on that attack roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Beginning at 14th level, if the attack misses you, the attacker takes damage equal to the half the damage of the weapon they used to attack you.

Once you use this feature, you can't use it again until you finish a short or long rest.

### VOLITATION

At 14th level, you gain the ability to elevate and move yourself at will, gaining a flying speed equal to your current speed. This can be done by using a bonus action on your turn. The effect lasts until you choose to end it using a bonus action on your turn.

You can't use this feature if you are heavily encumbered or if you are wearing medium or heavy armor.

### OPPOSING FORCE

At 18th level, you have an innate repulsion field around your body, granting you resistance to bludgeoning, piercing, and slashing attacks from mundane weapons. You can activate or dismiss this effect at any time without using any of your actions.

## BATTLEMIND

You focus your training specifically toward defeating foes in combat, both physical and mental. Your skills expand your psychic attacks and defenses while debilitating an opponent from doing harm to your or your companions. You combine your psionic abilities with destructive talents, learning even more powerful attacks which can bypass an enemy's defenses.

### BATTLEMIND PARADIGM TALENTS

| Adept Level | Talents |
|---|---|
| 1st | *lightning whip, symbiont mark* |
| 3rd | *light beam, psychic wave* |
| 5th | *crippling sphere, singularity* |
| 7th | *plasma orb, reactive field* |
| 9th | *force field, warp helix* |

### Combat Senses

Starting at 1st level, your internal senses make it difficult for opponents to get the drop on you. Creatures don't gain advantage on attack rolls as a result of being hidden from you.

Starting at 8th level, when you are surprised, attack rolls against you are made with disadvantage, regardless of whether or not the attacker had advantage on their attack roll.

### Empowered Psi Blast

Starting at 6th level, you can add your Charisma bonus to the damage dealt with your *psi blast* talent. In addition, damage dealt by your *psi blast* talent is unaffected by resistance and immunity to psychic damage.

### Psionic Combat: Psychic Crush

Also at 6th level, you can overload the mind of another creature with a continuous wave of psychic assault. Choose one creature within 60 feet of you that you can see. The creature must make a Wisdom saving throw, taking 6d8 psychic damage on a failed save, or half as much on a successful one. On a failed save, the target is also at a disadvantage to all Intelligence and Wisdom ability checks until they save against the feature's effects.

At the end of each of its turns, the target repeats the saving throw. It takes 2d8 psychic damage on a failed save, and the effect ends on a successful one.

### Psychic Recoil

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal psychic damage to the attacker. The damage is equal to your adept level. The attacker must also make a Constitution saving throw against your adept channeling save DC. On a failed save, the attacker is pushed in a straight line 10 feet away from you and is also knocked prone.

### Tracing the Curve

At 18th level, you can see the psychic trails between creatures that are beyond your field of vision. Creatures can't gain AC or saving throw bonuses from half or three-quarters cover against your ranged channeling attacks or Psionic Combat features.

In addition, creatures that move into total cover on their turn can be still targeted by your ranged esper attacks and Psionic Combat features until the end of your next turn.

## Dreamshaper

You are a telepath whose skills focus on the mastery of the mind.

### Dreamshaper Paradigm Talents

| Adept Level | Talents |
|---|---|
| 1st | *daze, synaptic recoil* |
| 3rd | *imposing influence, pacify* |
| 5th | *horrific visage, hypnotic pattern* |
| 7th | *aspect of dread, haze of chaos* |
| 9th | *dream weave, modify memory* |

### Expert Telepath

Starting at 1st level, you can communicate telepathically with any creature you can see within 30 feet of you. A creature receiving your communications does not need to share a language with you, but they must be able to understand at least one language.

Beginning at 8th level, the range of this feature increases to 60 feet.

### Mind Blank

Starting at 6th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

### Psionic Combat: Ego Whip

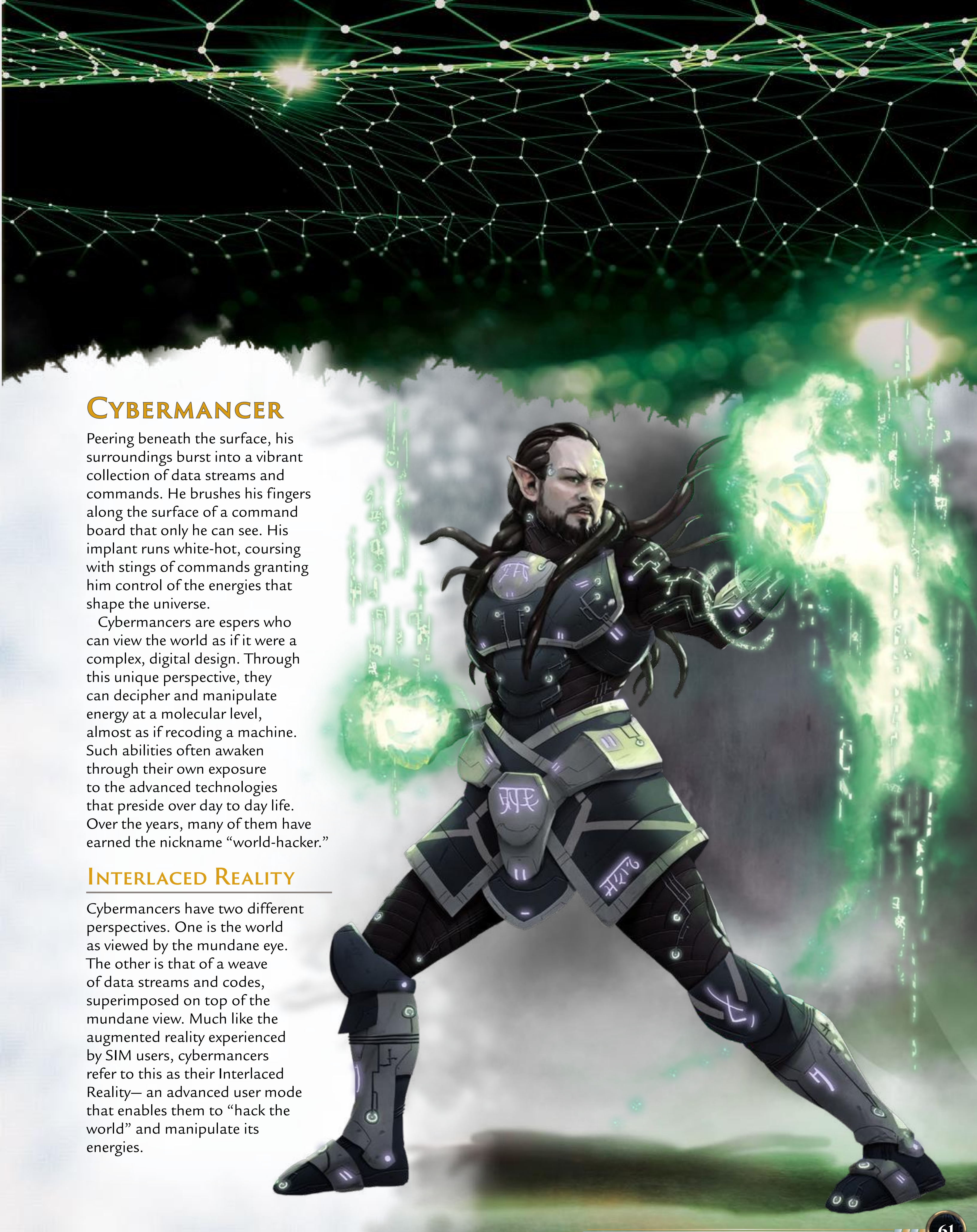
Also at 6th level, you can emanate a stinging wave of psychic energy from your body. Each creature in a 15-foot cone must make a Wisdom saving throw. A creature takes 4d6 psychic damage on a failed save, or half as much on a successful one. In addition, a creature who failed its save is becomes incapacitated, babbling uncontrollably. This effect lasts until the end of its next turn.

### Thought Shield

Starting at 14th level, your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

### Aura of Dominance

At 18th level, you have the ability to mask your influence over other creatures. Whenever you use a power to charm one or more creatures, those creatures remain unaware of being charmed, regardless of when the effect ends.



## CYBERMANCER

Peering beneath the surface, his surroundings burst into a vibrant collection of data streams and commands. He brushes his fingers along the surface of a command board that only he can see. His implant runs white-hot, coursing with stings of commands granting him control of the energies that shape the universe.

Cybermancers are espers who can view the world as if it were a complex, digital design. Through this unique perspective, they can decipher and manipulate energy at a molecular level, almost as if recoding a machine. Such abilities often awaken through their own exposure to the advanced technologies that preside over day to day life. Over the years, many of them have earned the nickname "world-hacker."

### INTERLACED REALITY

Cybermancers have two different perspectives. One is the world as viewed by the mundane eye. The other is that of a weave of data streams and codes, superimposed on top of the mundane view. Much like the augmented reality experienced by SIM users, cybermancers refer to this as their Interlaced Reality— an advanced user mode that enables them to "hack the world" and manipulate its energies.

### The Cybermancer

| Level | Proficiency Bonus | Features | Prime Talents | Talents Known | Talent Slots | Slot Rank | Complex Patterns |
|---|---|---|---|---|---|---|---|
| 1st | +2 | Persona Form, Code Channeling | 2 | 2 | 1 | 1 | – |
| 2nd | +2 | Complex Patterns | 2 | 3 | 2 | 1 | 2 |
| 3rd | +2 | Advanced Interface | 2 | 4 | 2 | 2 | 2 |
| 4th | +2 | Ability Score Improvement | 3 | 5 | 2 | 2 | 2 |
| 5th | +3 | – | 3 | 6 | 2 | 3 | 3 |
| 6th | +3 | Persona Form Feature | 3 | 7 | 2 | 3 | 3 |
| 7th | +3 | – | 3 | 8 | 2 | 4 | 4 |
| 8th | +3 | Ability Score Improvement | 3 | 9 | 2 | 4 | 4 |
| 9th | +4 | – | 4 | 10 | 2 | 5 | 5 |
| 10th | +4 | Persona Form Feature | 4 | 10 | 2 | 5 | 5 |
| 11th | +4 | Esper Mastery (Rank 6) | 4 | 11 | 3 | 5 | 5 |
| 12th | +4 | Ability Score Improvement | 4 | 11 | 3 | 5 | 6 |
| 13th | +5 | Esper Mastery (Rank 7) | 4 | 12 | 3 | 5 | 6 |
| 14th | +5 | Persona Form Feature | 4 | 12 | 3 | 5 | 6 |
| 15th | +5 | Esper Mastery (Rank 8) | 4 | 13 | 3 | 5 | 7 |
| 16th | +5 | Ability Score Improvement | 4 | 13 | 3 | 5 | 7 |
| 17th | +6 | Esper Mastery (Rank 9) | 4 | 14 | 4 | 5 | 7 |
| 18th | +6 | – | 4 | 14 | 4 | 5 | 8 |
| 19th | +6 | Ability Score Improvement | 4 | 15 | 4 | 5 | 8 |
| 20th | +6 | Master Cipher | 4 | 15 | 4 | 5 | 8 |

Though the cybermancer's control over the physical world and the Silrayne Intergalactic Matrix (SIM) are completely separate, the concepts are very much the same. This is why many cybermancers often come from those skilled in either computers or other technical sciences.

## PROGRAM PERSONIFIED

In the SIM, users are represented by a digital avatar often known as a persona. Cybermancers likewise possess a persona that manifests itself whenever they channel their powers through their sorium device, usually an implant that interfaces directly with the brain.

While a cybermancer's persona can be of any chosen design, it is common for it to be a combination of their own personality and the path they've chosen to follow as an esper. Some cybermancers believe their persona may have actually chosen them instead of the other way around.

## CREATING A CYBERMANCER

While creating your cybermancer, take a look at your character's personality and life experiences. Do they have a love for technology or have a natural aptitude for it? Perhaps they have a career as a technician or scientist. Perhaps they were instead exposed to it since birth. Or maybe they discovered a secret language deep in the ruins of the older races that somehow resonated with them? You may then wish to decide how you've adjusted to these awakened abilities and what impact they may have had on your life since then.

### ABILITY SCORES

Intelligence should be your primary ability score followed by Constitution. Strength or Dexterity could be useful for weapon use.

# CLASS FEATURES

As a cybermancer, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per cybermancer level
**Hit Points at 1st Level**: 8 + your Constitution modifier
**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per cybermancer level after 1st

### PROFICIENCIES

**Armor:** Light armor
**Weapons:** Simple weapons
**Tools:** Choose one from Digital Technician's tools and Hacker's kit
**Saving Throws:** Charisma, Intelligence
**Skills:** Choose two from Astrophysics, Computers, Insight, Investigation, Lore, Persuasion, and Xenobiology

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light pistol with 15 rounds of ammunition or (b) any simple weapon
- (a) two combat knives or (a) any simple weapon
- (a) a technician's pack or (b) an explorer's pack
- Armor jacket, a SIM Unit and a Portable shield device (PSD)

## PERSONA FORM

At 1st level, you have a persona that represents your inner identity. It's appearance is often similar or identical to your persona in the Silrayne Intergalactic Matrix (see Chapter 12 for more information on the SIM). Your project this persona through your sorium implant, translating your interlaced reality into effects in the physical world. You can choose whether or not your persona is visible to others whenever you use your class features and powers. Your choice of a persona form grants you features at 1st level and again at 6th, 10th, and 14th level.

## CODE CHANNELING

Your ability to weave codes into potential physical energy grants you access to a particular set of talents. See chapter 10 for general rules on esper powers and chapter 11 for the cybermancer powers list.

### PRIME TALENTS

You know two talents of your choice from the cybermancer talents list. You learn additional talents of your choice at higher levels, as shown in the Prime Talents column of the Cybermancer table.

### TALENT SLOTS

A cybermancer's persona uses a certain amount of memory to interface with the environment and create slots used to output esper powers. The Cybermancer table shows how many slots you have. The table also shows the rank of those slots; all of your talent slots are the same rank. To use a talent of rank 1 or higher, you must expend a talent slot. You regain all expended talent slots when you finish a short or long rest.

For example, when you are 5th level, you have two rank 3 talent slots. To use the rank 1 talent *avatar's armor*, you must spend one of those slots, and you activate it as a rank 3 talent.

### TALENTS KNOWN OF RANK 1 AND HIGHER

You know two rank 1 talents of your choice from the cybermancer powers list.

The Talents Known column of the Cybermancer table shows when you learn more talents of your choice of rank 1 or higher. A talent you choose must be no higher than what's shown in the Slot Rank column for your level. When you reach 6th level, for example, you learn a new cybermancer talent, which can be from any rank between 1 and 3.

Additionally, when you gain a level in this class, you can choose from one of the cybermancer talents you know and replace it with another talent from the cybermancer powers list, which must also be of a rank for which you have talent slots.

### CHANNELING ABILITY

Intelligence is your channeling ability for your esper powers, so you use your Intelligence whenever a power refers to your channeling ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an adept power you use and when making an attack roll with one.

**Channeling save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Channeling attack modifier** = your proficiency bonus + your Intelligence modifier

## COMPLEX PATTERNS

Your unique skills allow you to compile energy patterns that imbue you with a particular esper ability or effect.

At 2nd level, you gain two complex patterns of your choice. Your pattern options are detailed at the end of the class description. When you gain certain cybermancer levels, you gain additional patterns of your choice as shown in the Complex Patterns column of the Cybermancer table.

Additionally, when you gain a level in this class, you can choose one of the patterns you know and replace it with another pattern that you could learn at that level.

## ADVANCED INTERFACE

At 3rd level, your persona gains a specialty interface, granting you one of the following features of your choice.

### EXTENDED INTERFACE

You learn the *bonded companion* power and can activate it as a conventional talent. The talent doesn't count against your number of talents known.

When you activate the talent, you can choose one of the normal forms for your ally or one of the following special forms: bit drone, power sprite, or spyder.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your ally to make one attack of its own with its reaction.

### COMBAT INTERFACE

You can use your action to create a weapon bond, which appears as a melee weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as forge enhanced for the purpose of overcoming resistance and immunity to mundane attacks and damage.

Your weapon bond disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can adapt one forge enhanced weapon to be your weapon bond by performing a special technique while you hold the weapon. You perform this technique over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your weapon bond thereafter. You can't affect a cypheos or core-bonded weapon in this way. The weapon ceases being your weapon bond if you die, if you perform the 1-hour technique on a different weapon, or if you use a 1-hour technique to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

### MEMORY INTERFACE

You forge a small piece of sorium into a flat object shaped like a datacard. It is specifically attuned to your implant. When you gain this feature, choose three prime talents from any class's powers list (the three needn't be from the same list). While the card is on your person, you can use those talents at will. They don't count against your number of prime talents known. If they don't appear on the cybermancer powers list, they are nonetheless cybermancer talents for you.

If you lose your datacard, you can craft a new one during a 1-hour process. This process can be performed during a short or long rest, and it nullifies the previous card.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## ESPER MASTERY

At 11th level, your mastery of the code grants you the ability to channel advanced esper talents. Choose a rank 6 talent from the cybermancer powers list.

You can activate this power once without expending a talent slot. You must finish a long rest before you can do so again.

At higher levels, you gain more cybermancer talents of your choice that you can use in this way: One rank 7 at 13th level, one rank 8 at 15th level and one rank 9 at 17th level. You regain all uses of your Esper Mastery when you finish a long rest.

## MASTER CIPHER

At 20th level, your persona can tap into the energies around you to regain expended talent slots. You can spend 1 minute focusing to regain all your expended talent slots from your Code Channeling feature.

Once you regain talent slots with this feature, you must finish a long rest before you can do so again.

### CYBERMANCY AND ESPER POWERS

Though cybermancers gain their abilities through their understanding of the Silrayne Intergalactic Matrix (SIM), their skills in the SIM and their powers in the physical world have no relation to each other. The "code" they see is of their own design and does not translate to any known computer or programming language. The cybermancer's understanding of "hacking" the world is merely how they see and control the energies around them, much like how a melder uses their bodies as energy conduits, while an adept uses the psychic links between themselves and others around them.

Likewise, a cybermancer's persona is a manifestation of their powers as an esper, having no direct relation to their persona in the SIM. See Chapter 12 for more information about the SIM.

# PERSONA FORMS

Every persona has a specific pattern and primary structure that make up its form. The persona a cybermancer chooses is representative of the powers and complex patterns they can access as an esper, as well as the method in which they are utilized.

Some cybermancers may choose a humanoid persona that defines what they feel is their true personality. Some might choose a beast or figure of legend, while others lean toward something less common such as a weapon or a burst of elemental energy. Cybermancers who communicate regularly in the SIM can often identify each other by their personas in the physical realm.

## BREAKER

Your persona is a manifestation of destruction and conflict. You focus on defeating your foes through the use of damaging and debilitating talents. Your persona might manifest as an imposing brawler, a gleaming weapon, a fiery beast, or an armored dreadnaught.

### EXPANDED TALENTS

Your persona form also grants you an expanded list of powers when you learn a cybermancer talent. The following powers are added to the cybermancer powers list for you.

### BREAKER EXPANDED TALENTS

| Adept Level | Talents |
|---|---|
| 1st | *arctic lash, concussive force* |
| 3rd | *blindness/deafness, light beam* |
| 5th | *crippling sphere, singularity* |
| 7th | *burn zone, reactive field* |
| 9th | *contagion, warp helix* |

### VICTOR'S BOUNTY

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Intelligence modifier + your cybermancer level (minimum of 1).

### MOTION LAG

Starting at 6th level, you can slow your perception of an incoming attack, giving you time to react accordingly. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

### SYSTEM HARDENING

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from forge enhanced weapons ignores this resistance.

### SHATTERFORM

At 14th level, you can cause a massive energy disruption within a target of your choice. You can use the *devastation* talent. After you activate the talent with this feature, you can't do so again until you complete a long rest.

## CONTROLLER

Your persona is a master manipulator of energies, reading into the code and shaping it to your own design. Your persona might manifest itself as a small cybernetic beast, a shadowy figure in techno-marked robes, or ball of constantly shifting energy.

### EXPANDED TALENTS

Your persona form also grants you an expanded list of powers when you learn a cybermancer talent. The following powers are added to the cybermancer powers list for you.

### CONTROLLER EXPANDED TALENTS

| Adept Level | Talents |
|---|---|
| 1st | *distortion, synaptic recoil* |
| 3rd | *blur, levitate* |
| 5th | *celerity, withering grip* |
| 7th | *haze of chaos, superior obfuscate* |
| 9th | *mass alteration, telekinesis* |

### MIND HACKER

Starting at 1st level, you have the ability to tap into the thought patterns of those around you. As an action, you can cause each creature in a 10-foot cone to make a Wisdom saving throw against your cybermancer channeling save DC. Creatures failing their saving throw are either charmed or frightened by you (your choice) until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

### PLAN OF ATTACK

Starting at 6th level, you can use your skills to devise the best possible outcome against a foe. When you miss with an attack roll, you can choose to reroll the attack with advantage. Once you use this feature, you can't use it again until you finish a short or long rest.

### MAINTAIN PATTERN

At 10th level, you are able to steel yourself from effects that disrupt your body's internal energies. You gain advantage on death saving throws and resistance to necrotic damage.

In addition, you can use a bonus action to remove your choice of a charmed, frightened, or stunned condition from yourself. Once you remove a condition in this way, you must complete a short or long rest before you can do it again.

### STUN LOCK

At 14th level, you can trap the mind of a creature in a spiral of swirling encrypted data streams. As an action, choose a creature that you can see within 60 feet of you. It must make an Intelligence saving throw against your cybermancer save DC, taking 12d8 psychic damage on a failed save, or half as much on a successful one. In addition, if the target failed their save, they are stunned for 1 minute. The stunned condition ends early if the creature takes any damage.

Once you use this feature, you can't use it again until you finish a long rest.

## GHOST

Your persona is a combination of your mastery over the physical world and your skills in the digital world. Examples of your persona's form could be a bio-cyborg, a globe of swirling computer code, or a shimmering body made of data streams.

### EXPANDED TALENTS

Your persona form also grants you an expanded list of powers when you learn a cybermancer talent. The following powers are added to the cybermancer powers list for you.

#### GHOST EXPANDED TALENTS

| Adept Level | Talents |
|---|---|
| 1st | *remote connection, voltaic charge* |
| 3rd | *black hat, plasma blade* |
| 5th | *capacitor, forge vehicle* |
| 7th | *lightning ring, stealth sentry* |
| 9th | *incinerate, mechanical stasis* |

### BONUS PRIME TALENTS

At 1st level, you learn the *trigger device* and *virtual display* talents. These count as cybermancer talents for you but they do not count toward your number of prime talents known.

### MACHINE HACKER

At 1st level, you can use an action to manipulate the programming in basic constructs. Choose a constuct within 30 feet of you that you can see. The target and any other constructs within 5 feet of it must make a Wisdom saving throw against your cybermancer channeling save DC. Constructs failing their saving throw are charmed by you until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

### DATA SHIFT

Starting at 6th level, you can use the energy from nearby electronic devices to react towards being harmed. Choose an electronic device or electrical wiring you can see within 60 feet of you. When you take damage, you can use your reaction to gain resistance to the incoming damage and instantly teleport to a space within 5 feet of the chosen device. If no electronic devices or wiring are available within range, you still gain resistance to the incoming damage, but you can instead teleport up to 10 feet away from your original location.

Once you use this feature, you can't use it again until you finish a short or long rest.

### CYBERMASKING

At 10th level, you can hide yourself from those anyone attempting to find or gain knowledge from you. You cannot be targeted by any mundane devices that can be used to track you. You have advantage on saving throws against any clairsentient powers used to observe you , read your thoughts, or learn your whereabouts.

### AI FEEDBACK

At 14th level, you can attempt to hack into another creature or machine and unleash a virus into its physical form. As an action, choose a creature or automaton that you can see within 60 feet of you. That target must make a Constitution saving throw against your cybermancer channeling save DC, taking 10d8 psychic damage on a failed save, or half as much on a successful one.

In addition, if the target failed its save, you can issue a suggestion to it as if it were under the effects of the *influence* talent. The effect lasts for 8 hours or until you lose your concentration (as if you were concentrating on an esper power). The effect can also be removed with a *minor remedy* talent.

Once you use this feature, you can't use it again until you finish a long rest.

## COMPLEX PATTERNS

If a complex pattern has prerequisites, you must meet them to learn it. You can learn the pattern at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

### ADVERSARY IMPAIRED

You can activate *impedance* once using a cybermancer talent slot. You can't do so again until you finish a long rest.

### AMPLIFIED BEAM

*Prerequisite:* sprite beam *talent*

When you use the *sprite beam* talent, add your intelligence modifier to the damage it deals on a hit.

### AUTOTRANSLATE

You can read any writing on any surface that you can see. The translated writing is only visible to you.

### CHAOS THEORY

*Prerequisite: 7th level*

You can activate *haze of chaos* once using a cybermancer talent slot. You can't do so again until you finish a long rest.

### CIRCUITRY BURNOUT

*Prerequisite: 15th level, Extended Interface feature*

You can activate *mechanical stasis* at will—targeting an automaton or construct— without expending a talent slot. You must finish a long rest before you can use this pattern on the same target again.

### CLOAK OF SHADOW

*Prerequisite: 5th level*

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

### COMBAT UPGRADE

*Prerequisite: 5th level, Combat Interface feature*

You can attack with your weapon bond twice, instead of once, whenever you take the Attack action on your turn.

### CYBER SENTINEL

*Prerequisite: 9th level*

You can activate the *towering sentinel* technique once using a cybermancer talent slot. You can't do so again until you finish a long rest.

### DIGITAL DEFENDER

You can activate *protection field* on yourself at will and without expending a talent slot.

### DIGITAL ECHO

You can activate *illusory form* at will and without expending a talent slot.

### DISGUISE

You can activate *alter appearance* on yourself at will and without expending a talent slot.

### DRIVING BEAM

*Prerequisite:* sprite beam *talent*

Once on each of your turns, when you hit a creature with *sprite beam*, you can push the creature up to 10 feet away from you in a straight line.

### EMPOWERED LINK

*Prerequisite: Extended Interface feature*

You can communicate telepathically with your bonded companion and perceive through your ally's senses as long as you are in the same star system.

Additionally, while perceiving through your ally's senses, you can also speak through your ally in your own voice, even if your ally is normally incapable of speech.

### EXTENDED BEAM

*Prerequisite:* sprite beam *talent*

When you use the *sprite beam* talent, its range is 300 feet.

### EXTREME LAG

*Prerequisite: 5th level*

You can activate *temporal fault* once using a talent slot. You can't do so again until you finish a long rest.

### GREAT LEAP

*Prerequisite: 9th level*

You can activate *jump* on yourself at will and without expending a talent slot.

### FLOW OF GRAVITY

*Prerequisite: 9th level*

You can activate *levitate* on yourself at will and without expending a talent slot.

### HIDDEN ENCRYPTION

*Prerequisite: 15th level*

You can activate *obfuscate* at will and without expending a talent slot.

### INNER ENERGIES

You can activate *innervate* on yourself as a rank 1 talent, without expending a talent slot.

### MAGNETIC PERSONA

You gain proficiency in the Deception and Persuasion skills.

### NIGHT VISION

You can see normally in darkness, both mundane and esper created, to a distance of 120 feet.

### OVERWATCH

*Prerequisite: 15th level*

You can activate *veiled observer* at will, without expending a talent slot.

### PATTERN DETECTION

You can activate *esper sense* at will and without expending a talent slot.

### PERSONAL SIDEARM

*Prerequisite: Combat Interface*

You can create a ranged weapon as your weapon bond and you can adapt a forge enhanced ranged weapon to be your weapon bond.

### STAR WALKER

*Prerequisite: 5th level*

While you are in Zero-G, you gain a fly speed equal to your walking speed and can move normally.

You can also activate *atmospheric adaptation* once using a cybermancer talent slot. You can't do so again until you finish a long rest.

### REGENERATING MATRIX

*Prerequisite: Memory Interface*

You no longer have a need to sleep and are immune to any effects which can force you to sleep. You can gain the effects of a long rest by spending 8 hours performing light activity, such as research or keeping watch.

### RIDE THE CURRENT

*Prerequisite: 7th level*

You can activate *conduit transfer* once using a cybermancer talent slot. You can't do so again until you finish a long rest.

### SEEING RED

*Prerequisite: 10th level*

You gain infravision with a range of 90 feet.

### SHAPESHIFTER

*Prerequisite: 7th level*

You can activate *transmute form* once using a cybermancer talent slot. You can't do so again until you finish a long rest.

### SHARED OPTICS

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is in the same planetary system as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

### SHIFTING POSITIONS

*Prerequisite: 7th level*

You can activate *bishop's deviation* once using a cybermancer talent slot. You can't do so again until you finish a long rest.

### SOMATIC ADAPTATION

*Prerequisite: 15th level*

You can activate *alter form* on yourself at will and without expending a talent slot.

### TECH EXPERT

You gain proficiency in the Astrophysics and Mechanics skills.

### TRACE DISTORTION

*Prerequisite: 12th level, Combat Interface feature*

When you hit a creature with your weapon bond, the creature takes extra necrotic damage equal to your Intelligence modifier (minimum 1).

### TRACTOR BEAM

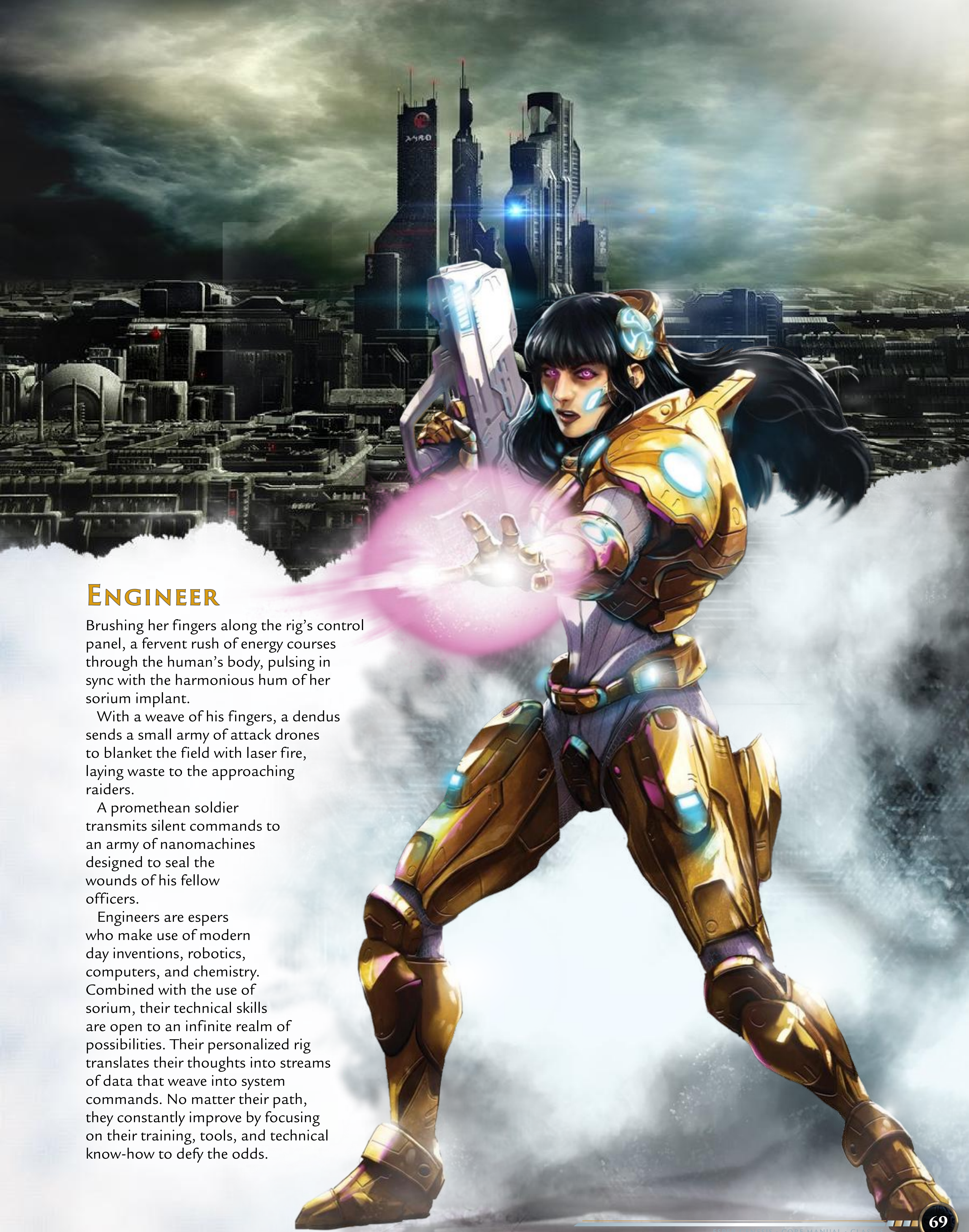
*Prerequisite:* sprite beam *talent*

Once on each of your turns, when you hit a creature with *sprite beam*, you can pull the creature up to 10 feet toward you in a straight line.

### VISUAL DECRYPTION

*Prerequisite: 15th level*

You can see the true form of any shapechanger or creature concealed by illusion or alteration effects while the creature is within 30 feet of you and within line of sight.



## ENGINEER

Brushing her fingers along the rig's control panel, a fervent rush of energy courses through the human's body, pulsing in sync with the harmonious hum of her sorium implant.

With a weave of his fingers, a dendus sends a small army of attack drones to blanket the field with laser fire, laying waste to the approaching raiders.

A promethean soldier transmits silent commands to an army of nanomachines designed to seal the wounds of his fellow officers.

Engineers are espers who make use of modern day inventions, robotics, computers, and chemistry. Combined with the use of sorium, their technical skills are open to an infinite realm of possibilities. Their personalized rig translates their thoughts into streams of data that weave into system commands. No matter their path, they constantly improve by focusing on their training, tools, and technical know-how to defy the odds.

### The Engineer

| Level | Proficiency Bonus | Features | Prime Talents | —Tech Slots per Technique Rank— | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st | +2 | Call Rig, Forging, Technical Specialty | 3 | 2 | – | – | – | – | – | – | – | – |
| 2nd | +2 | Technical Specialty feature, Rig Expansion (1/rest) | 3 | 3 | – | – | – | – | – | – | – | – |
| 3rd | +2 | – | 3 | 4 | 2 | – | – | – | – | – | – | – |
| 4th | +2 | Ability Score Improvement | 4 | 4 | 3 | – | – | – | – | – | – | – |
| 5th | +3 | Mechanical Devastation (CR 1/2) | 4 | 4 | 3 | 2 | – | – | – | – | – | – |
| 6th | +3 | Technical Specialty feature, Rig Expansion (2/rest) | 4 | 4 | 3 | 3 | – | – | – | – | – | – |
| 7th | +3 | – | 4 | 4 | 3 | 3 | 1 | – | – | – | – | – |
| 8th | +3 | Ability Score Improvement, Mechanical Devastation (CR 1), Technical Specialty feature | 4 | 4 | 3 | 3 | 2 | – | – | – | – | – |
| 9th | +4 | – | 4 | 4 | 3 | 3 | 3 | 1 | – | – | – | – |
| 10th | +4 | The Jury Rig | 5 | 4 | 3 | 3 | 3 | 2 | – | – | – | – |
| 11th | +4 | Mechanical Devastation (CR 2) | 5 | 4 | 3 | 3 | 3 | 2 | 1 | – | – | – |
| 12th | +4 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 2 | 1 | – | – | – |
| 13th | +5 | – | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | – | – |
| 14th | +5 | Mechanical Devastation (CR 3) | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | – | – |
| 15th | +5 | – | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | – |
| 16th | +5 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | – |
| 17th | +6 | Mechanical Devastation (CR 4), Technical Specialty feature | 5 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | +6 | Rig Expansion (3/rest) | 5 | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | +6 | Ability Score Improvement | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | +6 | Jury Rig improvement | 5 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

## Masters of Science

Engineers devote themselves to a particular path of study, often viewing the universe and the living creatures within it in a very technical sense. Their awakened intuition allows them to see the structural patterns and connections between all things, almost as if the universe were written in a code only they can read.

The rise of many cosmic threats, both organic and inorganic, has led many an engineer down the path of a defender of worlds. Viral plagues, rogue mechanical beasts, and nefarious cybercriminals are just a few examples of what they stand against.

Engineers tend to keep in contact with others of their field of study, forming scientific local or online groups.

## A Fusion of Forces

Engineers have access to a vast array of materials, all forged or powered by sorium, the mysterious energy harvested from the Crucibles. An internal sorium implant, most often placed near the brain, grants them both a physical and neural link to their arsenal of tools.

Through the use of a form of esper power known as *Forging*, an engineer is able to manipulate these resources, instantly crafting nanobots, assault and medical drones, and plasma weapons. These techniques can also directly alter or deconstruct matter and provide bio-enhancements to themselves or their allies.

## Creating an Engineer

When you create your Engineer, think about what sort of scientific profession your character would follow. Would they study biology or chemistry? Or perhaps their study focuses more on physical mechanics. How or why did you choose to delve into this field? Is it connected to your character's history or personality?

### Ability Scores

It is recommended you make Wisdom your highest ability score, followed by Constitution. Intelligence is also useful for many of your skills.

# CLASS FEATURES

As an engineer, you gain the following class features.

## HIT POINTS

**Hit Dice:** 1d8 per engineer level
**Hit Points at 1st Level**: 8 + your Constitution modifier
**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per engineer level after 1st

## PROFICIENCIES

**Armor:** Light armor, medium armor
**Weapons:** Simple weapons
**Tools:** One artisan tool or Vehicle Proficiency (you choose)
**Saving Throws:** Constitution, Wisdom
**Skills:** Choose two from Astrophysics, Computers, Insight, Lore, Mechanics, Medicine, Persuasion, and Xenobiology

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a short blade or (b) wrist blades, or (c) an energy staff
- (a) light trooper armor, (b) medium trooper armor, or (c) heavy trooper armor (if proficient)
- (a) a light pistol and 15 shots of ammunition, or (b) any simple weapon
- (a) a scientist's pack or (b) an explorer's pack
- (a) an engineer's rig

# FORGING

Your tools and training allow you to perform various techniques to produce astonishing effects.

## PRIME TALENTS

At 1st level, you know three prime techniques of your choice from the engineer's techniques list. You learn additional talents at higher levels as shown in the Prime Techniques column of the Engineer table.

## FORGING AND THE ENGINEER'S RIG

Each engineer has a set of tools and materials they use to employ their special powers. Often referred to as a "rig", it comes in various forms but is almost always the size of a small pack or box. Every engineer is fitted with an implant that allows them to communicate directly with their rig. Aside from tools, there are two features that are universal amongst all rigs.

***Raw Sorium:*** Each rig has a small supply of raw sorium, which not only supplies power to several of the rig's operations, it also allows the engineer to craft alchemical and mechanical materials on the fly to serve as the components required for their more powerful techniques. It is in limited supply, but much like weapons powered by sorium cores, the raw material regenerates after a period of time.

***Micro-Drones:*** Each rig has a set of coin-sized, spherical drones that the engineer controls directly. Though not always used, the drone is an invaluable tool that can multitask with the engineer and produce effects at a distance. Crafted from pure sorium, they can take on whichever color or texture the engineer chooses. They are hard to hit and destroy, but are easily replaceable if such a situation arises.

## FORGING PREPARATION

The Engineer table shows how many tech slots you have to use your techniques of Rank 1 and higher. To use one of these techniques, you must expend a slot of the technique's level or higher. The tech slots represent the supply of raw sorium and equipment available to power your techniques. You regain all expended tech slots when you finish a long rest.

You prepare a list of engineer techniques that are available for you to use, choosing from the engineer powers list. When you do so, choose a number of engineer techniques equal to your Wisdom modifier + your engineer level (minimum of one technique). The techniques must be of a level for which you have tech slots.

For example, if you are a 3rd-level engineer, you have four Rank 1 and two Rank 2 tech slots. With a Wisdom of 16, your list of prepared techniques can include six techniques of Ranks 1 and 2, in any combination. If you prepare the Rank 1 mend technique, you can use it by expending a Rank 1 or Rank 2 slot. Using this technique doesn't remove it from your list of prepared techniques.

You can change your list of prepared techniques when you finish a long rest. Preparing a new list of techniques requires time spent in building and allocating resources. This should take at least 1 minute per technique rank for each technique on your list.

## FORGING ABILITY

Wisdom is your forging ability for your engineer techniques. A tool is useless without the proper judgment on where to use it. An engineer's forte is not just based on knowledge, but on being able to use that knowledge effectively, timely, and reserved manner.

You use your Wisdom whenever a technique refers to your forging ability. In addition, you use you Wisdom modifier when setting the saving throw DC for a technique you use and when making an attack roll with one.

**Forging save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Forging attack modifier** = your proficiency bonus + your Wisdom modifier

## CONVENTIONAL FORGING

You can use a technique conventionally if the technique has the conventional tag and you have the technique prepared.

## TECHNICAL SPECIALTY

Choose one specialty with which you focus your skills as an engineer. Each specialty is detailed at the end of the class description. Your choice grants you specific abilities when you choose it at 1st level, as well as additional abilities 2nd, 6th, 8th, and 17th level.

### SPECIALTY TECHNIQUES

Each specialty also comes with associated techniques that you gain at the levels noted in the specialty description. Once you gain a specialty technique, you always have it prepared and it doesn't count against the number of techniques you can prepare each day.

## CALL RIG

At 1st level, you can use your implant to remain in contact with your rig at all times. With your reaction, you can sense the general location of your rig as long as it is within 500 miles of you. You can sense the direction and can confirm the exact distance once you're within 1000 feet.

Regardless of distance, you can use your bonus action and expend a tech slot to call upon your rig to phase shift instantly into your hand. Once you reach 5th level, summoning your rig no longer requires you to expend a tech slot.

If your rig is permanently lost or destroyed, you can forge a new one by spending 8 hours of time and 500 cu in materials. This can be performed during a long rest. Once a new rig is forged, your previous rig ceases to function and becomes a set of cybersmith's tools.

## RIG EXPANSION

At 2nd level, you gain the ability to use the raw energy in your rig to fuel additional effects. You start with two such effects: Electromagnetic Pulse and an effect that is defined by your specialty. Depending on your specialty, you may gain additional effects as you gain in level.

When you use your Rig Expansion, you choose which effect to create. You must then finish a short or long rest to use your Rig Expansion again.

Some Rig Expansion effects require saving throws. When you use such an effect from this class, the DC equals your technician Forging save DC.

Beginning at 6th level, you can use your Rig Expansion twice between rests.

### RIG EXPANSION: ELECTROMAGNETIC PULSE

As an action, you use your rig to send an explosive wave of electromagnetic energy that debilitates and disorients robots, drones, and any creature with the automaton or construct creature type. Each of these targets within 30 feet of you and with less than three-quarters cover must make an Intelligence saving throw. If the target fails its saving throw, it is impaired until the end of your next turn or until it takes any damage. This ability also affects mechanical creatures controlled by a live operator.

An impaired target cannot take any reactions and its movement is reduced to 0. The only action available to the target is the dodge action.

In addition, any unshielded computer panel or electronic device not worn by another creature is rendered inert until the start of your next turn.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## MECHANICAL DEVASTATION

At 5th level, when an automaton or construct fails its saving throw against your Electromagnetic Pulse feature, it is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the following table.

| Engineer Level | Destroys targets of CR... |
|---|---|
| 5th | 1/2 or lower |
| 8th | 1 or lower |
| 11th | 2 or lower |
| 14th | 3 or lower |
| 17th | 4 or lower |

## THE JURY RIG

Beginning at 10th level, you can instinctively commune with your rig to devise some form of aid in a dire situation when you're in desperate need of one.

Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your engineer level, you instinctively come up with an on the fly effect to assist you. The GM chooses the nature of this benefit; often in the form of an effect generated by an engineer technique or specialty power.

If your roll is successful, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your rig provides you with assistance automatically, no roll required

# TECHNICAL SPECIALTIES

Engineers come in all types, each devoted to a particular field of study in which they specialize. These specialty fields provide the engineer with additional abilities that correspond with their chosen path. Where Engineer is a broad term, your specialty is what defines how others view your expertise as well as your title.

Your choice of specialty may also be considered your career if you so choose. Engineers are considered a necessity for many of the different societies scattered throughout the galaxy. Some even establish trade centers from which to offer goods and services.

## HEAVY ARMS

An esper engineer is often no stranger to battle. Some are forced into it while others rush fearlessly into its uncertain dangers. Regardless of their path, those drawn into the horrors of war discover another part of themselves. A heavy arms excels in battle, using their technical skills to construct devices of war, both for the destruction of their foes and support of their fellow combatants.

### HEAVY ARMS SPECIALTY TECHNIQUES

| Engineer Level | Techniques |
|---|---|
| 1st | *barrier, voltaic charge* |
| 3rd | *assault drone, enhance weapon* |
| 5th | *absorption, tactical support zone* |
| 7th | *superior aegis, unfetter* |
| 9th | *incinerate, steel barricade* |

### BONUS PROFICIENCIES

When you choose this specialty at 1st level, you gain proficiency with heavy armor and martial weapons.

### COMBAT EXPERTISE

At 1st level, when you make a weapon attack, you can make one additional weapon attack using your bonus action.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### RIG EXPANSION: TARGETING SCANNER

Starting at 2nd level, you can use your Rig Expansion feature to create an enhanced digital heads up display with a targeting tracker. Whenever you miss on an attack roll, you can use this feature to reroll the attack and add a +10 bonus to the roll. You must accept the new result of the attack even if it misses.

### HEAVY WEAPONS EXPERT

At 6th level, you wield larger weapons almost as if an extention of yourself. You receive the following benefits.

- When determining attack roll penalties from weapons with the recoil property, you can use your Wisdom modifier instead of your Strength modifier.
- You receive a +1 bonus to your AC when wielding a two-handed melee weapon.

### CHARGED ATTACK

At 8th level, you gain the ability to infuse your weapon attacks with explosive energy. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### DREADNOUGHT

At 17th level, when you're wearing medium or heavy armor, you gain resistance to fire, bludegoning, piercing, and slashing damage.

## MACHINIST

Machinists are engineers that pour their skills and resources into forging enhancements, controlling machines, and using drones to assist them in combat.

### MACHINIST SPECIALTY TECHNIQUES

| Engineer Level | Techniques |
|---|---|
| 1st | *laser blast, sensory boost* |
| 3rd | *assault drone, spoof command* |
| 5th | *attack pattern, quick construct* |
| 7th | *plasma orb, stealth sentry* |
| 9th | *control matrix, towering guardian* |

### BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons and shields.

### COORDINATED ATTACK

At 1st level, your drone can assist you in combat. Whenever you use the Attack action, you can spend a bonus action to use your drone to attack the same target. Add your Forging attack modifier to your roll. On a hit, the target takes 1d6 radiant damage + your Wisdom modifier.

You can use this feature once plus a number of times equal to your Wisdom modifier. You regain all uses of this feature when you complete a long rest.

### RIG EXPANSION: FIRE BLOSSOM

Starting at 2nd level, you can use your Rig Expansion feature to forge wrist controlled flame throwers. As an action, you may target any number of creatures within 30 feet of you. Those targets must make a Dexterity saving throw. A creature takes fire damage equal to 2d10 + your engineer level on a failed saving throw, and half as much on a successful save. A creature that has total cover can't be targeted with this feature.

### Synchronized Attack

At 6th level, when you use your Coordinated Attack feature, the damage increases to 2d6 + your Wisdom modifier. In addition, the target must make on a Constitution save versus your forging save DC. On a failed save, the target cannot take any reactions until the end of their next turn.

### Repulsor

At 8th level, you may expend a bonus action to release an energy pulse from your off-hand. Make a ranged forging attack at any target within 10 feet that you can see. On a hit, the target takes 1d8 force damage. In addition, if the target is size category Large or smaller, they must succeed on a Constitution saving throw or be knocked prone. When you reach 14th level, the damage increases to 2d8.

You must have at least one free hand to use this feature.

### Jetpack

At 17th level, you can convert your rig into a modular attachment, granting you a flying and swim speed equal to your walking speed. You can't gain flying speed with this feature if you are inside of an area with a ceiling height of less than 15 feet.

## Medic

A medic focuses on preserving life, promoting good health, and healing the sick and wounded. In addition, they are also adept at crafting temporary medicines that provide both physical and psychological benefits. They are an invaluable ally both in and out of a dangerous conflict.

Though primarily healers, medics are still a force to be reckoned with. The ability to preserve life also comes with the aptitude to perform the opposite when the need arises.

### Medic Specialty Techniques

| Engineer Level | Techniques |
|---|---|
| 1st | *mend, trauma* |
| 3rd | *bolster minor remedy* |
| 5th | *optimizer, resuscitate* |
| 7th | *energy susceptibility, micro stabilizer* |
| 9th | *mass mend, revive* |

### Bonus Proficiency

When you choose this specialty at 1st level, you gain proficiency in shields.

### Medical Doctor

Also starting at 1st level, your healing techniques are more effective. Whenever you use technique of Rank 1 or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the technique's rank.

### Rig Expansion: Rejuvenation

Starting at 2nd level, you can use your Rig Expansion feature to heal the badly injured.

As an action, you use your rig to forge a regenerative poultice that can restore a number of hit points equal to five times your engineer level. It can be divided and delivered via micro-drone to targets of your choice.

Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an automaton or construct.

### Healing Savant

Beginning at 6th level, the healing techniques you use on others heal you as well. When you use a technique of Rank 1 or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the technique's level.

### Charged Attack

At 8th level, you gain the ability to infuse your weapon strikes with a form of cellular degradation. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

### Master Medic

Starting at 17th level, when you would normally roll one or more dice to restore hit points with an esper power, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

## Tinker

Often referred to as "gearheads", a tinker specializes in making quick modifications of gear, weapons, and armor. Unlike the lengthy crafting process of mundane smiths, tinkers use their intuition and materials to create minor enhancements and upgrades to their squad's equipment or temporarily sabotage an enemy's gear.

Though temporary, these enhancements or impairments can mean the difference between survival and death. To a tinker, every little bit counts.

### Tinker Specialty Techniques

| Engineer Level | Techniques |
|---|---|
| 1st | *impedance, sensory jammer* |
| 3rd | *cortex link, paralyzer* |
| 5th | *forge vehicle, sensory extension* |
| 7th | *burn zone, power drain* |
| 9th | *major remedy, mechanical stasis* |

### Bonus Proficiency

When you choose this specialty at 1st level, you gain proficiency with heavy armor and Vehicles (Planetary).

## Gear Enhancement

At 1st level, you gain the ability to perform minor upgrade modifications to a suit of armor or a simple or martial weapon. The item must be unmodified and cannot have any forged enhancements attached to them.

Once per long rest, you may modify a suit of armor to receive a +1 armor class bonus, or modify a weapon to receive a +1 bonus to attack rolls and damage. The bonus from the modification lasts for 12 hours.

You may use this feature either at the end of your long rest or if you receive one uninterrupted hour with the item being modified. You may not benefit from a short rest during this hour.

## Rig Expansion: Sabotage Equipment

Starting at 2nd level, you can use your action to launch micro-drones to sabotage an enemy's weapon or armor.

Choose one target within 30 feet that you can see. The target must make succeed on Intelligence saving throw or suffer one of the following penalties of your choice.

- The target suffers a disadvantage to their next attack roll. The target must be using a simple or martial weapon for this feature to be effective.
- The next creature to attack the target gains advantage to their attack roll. This feature has no effect on targets wearing no armor or protective gear that provides an AC bonus.
- The target loses any resistances to slashing, piercing, or bludgeoning damage types provided by their armor or equipment. This effect lasts until the target suffers damage of one of those damage types. There is no effect from this feature if the target does not have any resistances to those damage types.

This effects of this feature last until the end of the target's next turn.

## Defense Upgrade

At 6th level, your rig generates an armor attachment which provides you with additional defenses.

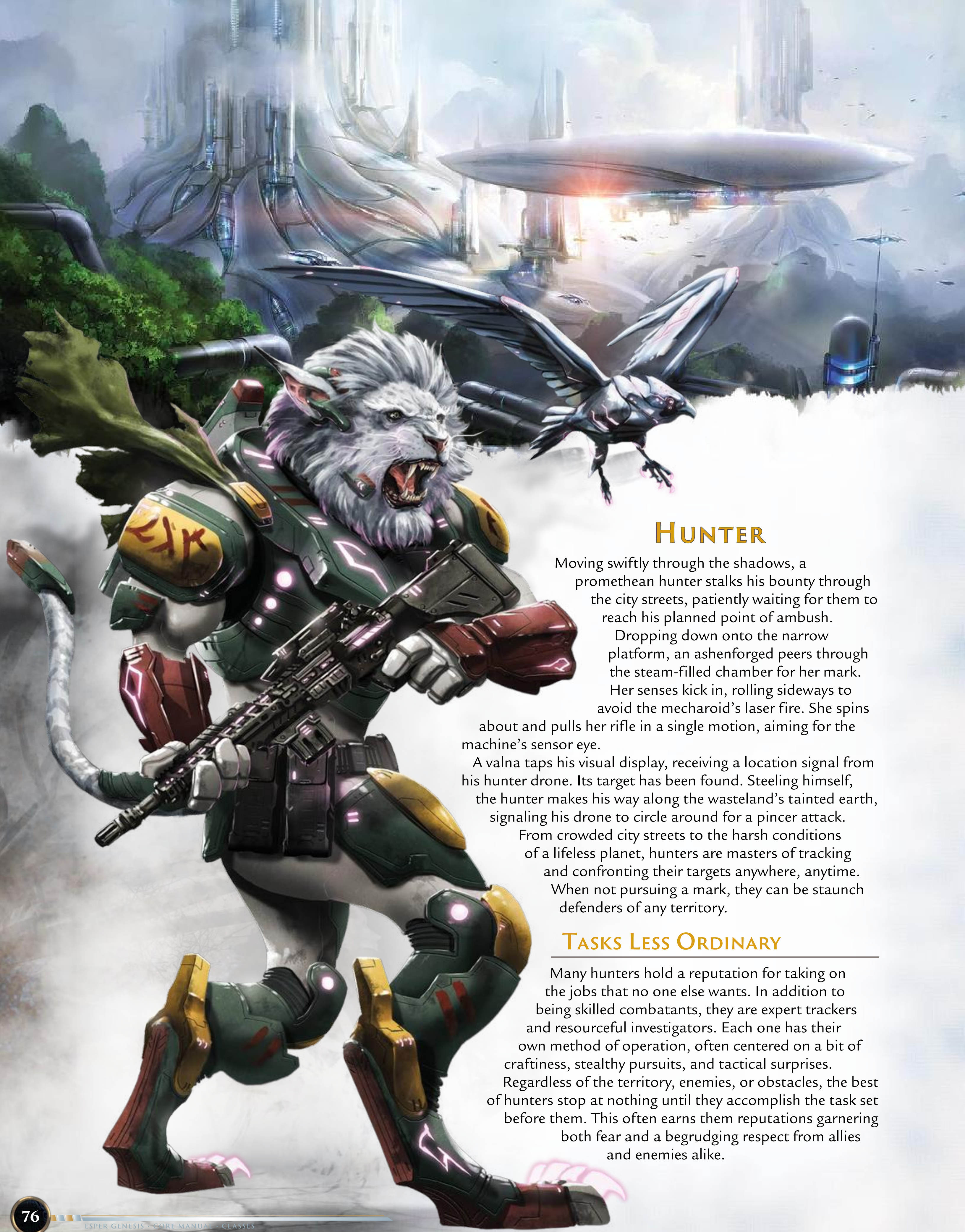
- You receive a +1 bonus to AC when you are wearing medium or heavy armor.
- You receive resistance to one damage type of your choice between the fire, cold, lightning, or force damage types. You may change this damage type once per long rest.

## Amplified Pulse

At 8th level, whenever you use your Electromagnetic Pulse feature, you also deal lightning damage equal to 2d10 + your engineer level to all constructs and automatons within the area of effect.This damage may not be reduced by any resistances.

## Expert Saboteur

At 17th level, you can target up to five creatures within 30 feet of you when you use your Sabotage Equipment feature. The effect you choose applies to every creature you target when you use this feature.



# Hunter

Moving swiftly through the shadows, a promethean hunter stalks his bounty through the city streets, patiently waiting for them to reach his planned point of ambush.

Dropping down onto the narrow platform, an ashenforged peers through the steam-filled chamber for her mark. Her senses kick in, rolling sideways to avoid the mecharoid's laser fire. She spins about and pulls her rifle in a single motion, aiming for the machine's sensor eye.

A valna taps his visual display, receiving a location signal from his hunter drone. Its target has been found. Steeling himself, the hunter makes his way along the wasteland's tainted earth, signaling his drone to circle around for a pincer attack.

From crowded city streets to the harsh conditions of a lifeless planet, hunters are masters of tracking and confronting their targets anywhere, anytime. When not pursuing a mark, they can be staunch defenders of any territory.

## Tasks Less Ordinary

Many hunters hold a reputation for taking on the jobs that no one else wants. In addition to being skilled combatants, they are expert trackers and resourceful investigators. Each one has their own method of operation, often centered on a bit of craftiness, stealthy pursuits, and tactical surprises.

Regardless of the territory, enemies, or obstacles, the best of hunters stop at nothing until they accomplish the task set before them. This often earns them reputations garnering both fear and a begrudging respect from allies and enemies alike.

## SECURITY AND SURVIVAL

A hunter's success is defined by skill in their trade, though there are few similarities as to how they choose to make their living. Some are protectorates of a particular territory or populace, such as a police officer or sentry. Others make their way as bounty hunters, working solo or as a member of a guild. Some still join the military as scouts and tacticians.

This level of self-reliance also means hunters choose their allies and companions carefully, as sometimes the survival of the squad may come down to the hunter as the first—and possibly the last—line of defense.

## CREATING A HUNTER

As you create your hunter, consider how they use their skills in their everyday life. Is it tied to a particular profession? Are they a bounty hunter or perhaps just a wandering survivalist? Then, choose where they learned their skills and how they've come to apply them with their abilities as an esper. Did they achieve esper genesis at a young age and master their skills afterward, or did it perhaps happen in reverse when they began as a scout who suddenly became attuned?

You should also decide on your chosen type of enemy. What is the connection between you and your specialized choice of prey? Was your life or one of someone important to you ruined by machines? Was your home destroyed by beasts? Were you always exceptional at tracking and confronting the criminal element?

### ABILITY SCORES

Dexterity should be your highest ability score followed by Wisdom. Strength is useful for some melee combatants and to offset recoil for larger firearms.

# CLASS FEATURES

As a hunter, you have the following class features.

### HIT POINTS

**Hit Dice**: 1d10 per hunter level
**Hit Points at 1st Level:** 10 + your Constitution modifier
**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per hunter level after 1st

### PROFICIENCIES

**Armor:** Light armor, medium armor, shields
**Weapons:** Simple weapons, martial weapons
**Tools:** Disguise kit or Vehicle (Planetary)
**Saving Throws:** Strength, Dexterity
**Skills:** Choose three from Acrobatics, Athletics, Insight, Investigation, Perception, Stealth, Survival, and Xenobiology

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) military jacket or (b) armor jacket
- (a) two simple melee weapons or (b) two shortblades or (c) arm pistol with 12 shots of ammunition
- (a) a soldier's pack or (b) an explorer's pack
- (a) an autopistol or (b) an autorifle
- (a) a hunter's rig

## EXPERT WAYFARER

At 1st level, you are trained to always mind your surroundings, and you react swiftly when faced with a threat. This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling in a particular area for at least one hour:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost unless through non-mundane means.
- Even when you are engaged in another activity while traveling (such as navigating, searching, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- If you are in a location or structure with multiple floors or levels, you can tell which level you are on.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

## KNOW YOUR TARGET

At 1st level, you study and plan ahead when pursuing a certain type of foe chosen as your quarry. Choose a type of quarry to pursue: aberrations, automatons, beasts, bionatants, constructs, empyreans, goliaths, monstrosities, netherants, plants, or primordials. Alternatively you can choose two types of humanoid (such as Aluphax, Lorendi, or Matokai). You gain the following benefits.

- You have advantage to Wisdom (Perception) and Wisdom (Survival) checks to track your chosen enemies.
- Whenever you make an Intelligence (Lore) check or Intelligence (Xenobiology) check to recall information about your chosen quarry, you are considered proficient in both Lore and Xenobiology and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- You have advantage on Charisma (Deception) and Charisma (Intimidation) rolls when dealing with your quarry.
- You have advantage on Dexterity (Stealth) checks made when hiding from your quarry.

### The Hunter

| Level | Proficiency Bonus | Features | Techniques Known | —Tech Slots per Technique Rank— | | | | |
|---|---|---|---|---|---|---|---|---|
| | | | | 1st | 2nd | 3rd | 4th | 5th |
| 1st | +2 | Expert Wayfarer, Know Your Target | — | — | — | — | — | — |
| 2nd | +2 | Fighting Style, Forging, Hunter's Mark | 2 | 2 | — | — | — | — |
| 3rd | +2 | Hunter Archetype, Objective Scanner | 3 | 3 | — | — | — | — |
| 4th | +2 | Ability Score Improvement | 3 | 3 | — | — | — | — |
| 5th | +3 | Extra Attack | 4 | 4 | 2 | — | — | — |
| 6th | +3 | Favored Quarry | 4 | 4 | 2 | — | — | — |
| 7th | +3 | Hunter Archetype feature | 5 | 4 | 3 | — | — | — |
| 8th | +3 | Ability Score Improvement, Fast Movement | 5 | 4 | 3 | — | — | — |
| 9th | +4 | — | 6 | 4 | 3 | 2 | — | — |
| 10th | +4 | Hide in Plain Sight | 6 | 4 | 3 | 2 | — | — |
| 11th | +4 | Hunter Archetype feature | 7 | 4 | 3 | 3 | — | — |
| 12th | +4 | Ability Score Improvement | 7 | 4 | 3 | 3 | — | — |
| 13th | +5 | — | 8 | 4 | 3 | 3 | 1 | — |
| 14th | +5 | Vanish | 8 | 4 | 3 | 3 | 1 | — |
| 15th | +5 | Hunter Archetype feature | 9 | 4 | 3 | 3 | 2 | — |
| 16th | +5 | Ability Score Improvement | 9 | 4 | 3 | 3 | 2 | — |
| 17th | +6 | — | 10 | 4 | 3 | 3 | 3 | 1 |
| 18th | +6 | Blind Fighting | 10 | 4 | 3 | 3 | 3 | 1 |
| 19th | +6 | Ability Score Improvement | 11 | 4 | 3 | 3 | 3 | 2 |
| 20th | +6 | Slayer | 11 | 4 | 3 | 3 | 3 | 2 |

You can choose a new type of quarry when you complete a long rest, after which the benefits of the previous quarry type are lost.

## Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### Defense

While you are wearing armor, you gain a +1 bonus to AC.

### Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### Gunnery

When you are wielding a firearm with the recoil property, that firearm's recoil value is reduced by 1 (to a minimum of zero).

### Point Shooting

When making a ranged weapon attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.

### Sharpshooting

You gain a +2 bonus to attack rolls you make with ranged weapons.

### Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## Forging

When you reach 2nd level, you can attune yourself to a hunter's rig, which allows you to perform various techniques to produce astonishing effects.

### Hunter's Rig

You have a personalized set of sorium materials and micro-drones, often referred to as a rig, which is used to activate and implement your techniques. You are fitted with an implant that allows you to communicate directly with your rig. A hunter's rig usually takes the form of a utility belt, a small carrying case, a pack expansion, or an armor attachment.

With your reaction, you can sense the general location of your rig as long as it is within 500 miles of you. You can sense the direction and can confirm the exact distance once you're within 1000 feet.

Regardless of distance, you can use your bonus action and expend a tech slot to call upon your rig to phase shift instantly into your hand. At 5th level, summoning your rig no longer requires you to expend a tech slot.

If your rig is permanently lost or destroyed, you can forge a new one by spending 8 hours of time and 500 cu in materials. This can be performed during a long rest. Once a new rig is forged, your previous rig ceases to function and becomes a set of ordinary survival supplies.

### TECH SLOTS

The Hunter table shows how many tech slots you have to use for techniques. To activate a technique, you must expend a tech slot of the technique's rank or higher. You regain all expended tech slots when you finish a long rest.

For example, if you know the rank 1 technique *sensory jammer* and have a rank 1 and a rank 2 tech slot available, you can use *sensory jammer* using either slot.

### POWERS KNOWN OF RANK 1 AND HIGHER

You know two rank 1 techniques of your choice from the hunter powers list.

The Techniques Known column of the Hunter table shows when you learn more hunter techniques. Each of these techniques must be of a rank for which you have tech slots. For instance, when you reach 5th level in this class, you can learn one new rank 1 or rank 2 technique.

Additionally, when you gain a level in this class, you can choose one of the hunter techniques you know and replace it with another technique from the hunter powers list, which also must be of a level for which you have tech slots.

### FORGING ABILITY

Wisdom is your forging ability for your hunter techniques, calling upon your instincts and expertise to implement your powers.

You use your Wisdom whenever a technique refers to your forging ability. In addition, you use you Wisdom modifier when setting the saving throw DC for a technique you use and when making an attack roll with one.

**Forging save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Forging attack modifier** = your proficiency bonus + your Wisdom modifier

## HUNTER'S MARK

Starting at 2nd level, you can use a bonus action to scan a creature and mark it for pursuit and subdual. Choose a creature within 90 feet that you can see. You deal an extra 1d6 damage to the target when you hit it with a weapon attack. If the target is a favored quarry (see the Favored Quarry feature) or one currently chosen from the Know Your Target feature, the extra damage increases to 1d8.

In addition, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find the target, regardless of their creature type.

This effect lasts for 1 hour or until your concentration ends (as if concentrating on an esper power). If the target drops to 0 hit points before the effects of this feature ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

## HUNTER ARCHETYPE

At 3rd level, you choose to adopt a particular set of practices that define your trade as a hunter. Your choice grants you features at 3rd level, and again at 7th, 11th, and 15th level.

## OBJECTIVE SCANNER

Beginning at 3rd level, you expand the use of your rig to aid in tracking your quarry. To do so, you spend a tech slot and spend one uninterrupted minute in concentration (as if concentrating on an esper power). Once you do so, you learn whether any creatures of your chosen quarry type is present within 10 miles of your location. This feature reveals the type of quarry present, how many there are if in a group, and their general direction and distance from you (in miles).

If you detect multiple groups of your quarry type within range, you receive separate information for each group.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## FAVORED QUARRY

At 6th level, you gain significant experience studying, tracking, and hunting a certain type of quarry. Ideally, your choice should reflect the types of threats you've encountered throughout your career as a hunter.

Choose a creature type available from the Know Your Target feature. You gain all the benefits for this chosen quarry that you would normally gain against one from the Know Your Target feature. The benefits gained against this quarry type do not expire. You can also choose a new type of quarry with the Know Your Target feature without losing the benefits gained against your favored quarry.

In addition, when you gain this feature, you learn one language of your choice. This can be any language you wish, though typically it would be one spoken by your favored quarry or other creatures associated with it.

## FAST MOVEMENT

Starting at 8th level, when you're not wearing heavy armor, you can use the dash action as a bonus action during your turn.

## HIDE IN PLAIN SIGHT

Beginning at 10th level, you can camouflage yourself by remaining still within your surroundings.

When you attempt to hide on your turn and do not move on that turn, your proficiency bonus is doubled when you make your Dexterity (Stealth) check to hide. If you are not proficient in Stealth, you instead add your proficiency bonus to your normal roll.

Until the start of your next turn, creatures that attempt to detect you take a penalty to their Wisdom (Perception) checks equal to half your hunter level rounded down.

You lose this benefit if you move, fall prone, take an action or reaction, or some other effect causes you to no longer be hidden.

If you are still hidden and do not move on your next turn, you continue to gain this benefit until you are detected.

## VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by mundane means, neither physically nor digitally, unless you choose to leave a trail.

## BLIND FIGHTING

At 18th level, you gain intuitive combat senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

## SLAYER

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored quarries or one currently chosen by the Know Your Target feature. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

# HUNTER ARCHETYPES

At 3rd level, a hunter gains the Hunter's Archetype feature. Your choice represents your tradecraft by which you operate and utilize your abilities. Some hunters specialize in subduing and killing an enemy, making them effective at collecting bounties and contracts. Others focus on their skills in shadowing and investigation, making for a skilled tracker or guardian.

## MECHINOR

The mechinor shares a specific bond with a drone implanted with a specialized artificial intelligence. These drones work in unison with the hunter in pursuit of an objective or in defense of their sector.

### TECHNICAL EXPERTISE

When you choose this archetype at 3rd level, you gain proficiency in the Mechanics skill and with cybersmith's tools.

### HUNTER'S COMPANION

At 3rd level you construct a drone companion fitted with an AI linked directly to your sorium implant.

Construction of your companion takes 8 hours and 500 cu in materials. Choose your companion from an armored drone, strike drone, supply drone, surveillance drone, or tactical drone (see appendix D for stats on these drones).

You communicate telepathically with your companion. It obeys your commands to the best of its ability. In combat, it acts on its own initiative but you determine its actions and decisions. If you are incapacitated or absent, your companion acts on its own.

#### COMPANION FORMS

As with drones, a hunter's companion can take on the form of the hunter's choosing. As such a strong mental bond requires familiarity, their companion's form is typically dependent on the hunter's origin and background. A kesh might choose the form of a small ship-like body or a piece of tech they've seen as a child, while a valna is more likely to choose the form of one of the many beasts which they've grown accustomed to throughout their lives. While these represent typical scenarios, a hunter can still choose any companion form they wish.

Your companion's statistics are directly affected by your level. Its AI is limited, but it shares your alignment and uses it as a basis for when it makes its own decisions.

Your companion has the following benefits.

- When using your Expert Wayfarer feature, you and your companion can both move stealthily at a normal pace.
- Your companion uses your proficiency bonus rather than its own for attacks and skills which it is proficient in.
- It also adds its own proficiency bonus to its AC and saving throws.
- Your companion gains proficiency in two skills of your choice
- For each level you gain after 3rd, your companion gains an additional hit die and increases its hit points accordingly.
- Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. It can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As with any character, it can't increase an ability score above 20 using this feature unless its description specifies otherwise.
- Your companion gains the benefits of the Know Your Target feature, and also your Favored Quarry feature when you gain that at 6th level. The benefits it gains are against the quarry types you choose when you use the feature.
- When you use your Hunter's Mark feature, your companion gains the same benefits for the duration of the feature's effects.

If your companion is ever destroyed, you can rebuild it using a backup of its AI. This requires 8 hours of uninterrupted work and 250 cu in materials, regardless of whether or not any part of its former body is salvageable.

If you recover a former companion while you have a current one, your current companion's AI is erased, rendering it a useless pile of robotic parts.

### TACTICAL DEFENSE

At 7th level, while your companion can see you, it has advantage on all saving throws.

### MULTITARGETING

At 11th level, your companion can use its action to make a melee attack against each creature of its choice within range, with a separate attack roll for each target.

### REACTIVE DODGE

At 15th level, when an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

### GM's OPTION: ANIMAL COMPANIONS

Depending on the setting and nature of the campaign, the GM might choose to expand companion options to include living beasts. As a rule of thumb, a beast can serve as an animal companion if it is Medium or smaller, has 15 or fewer hit points, and cannot deal more than 8 damage with a single attack. In general, that applies to creatures with a challenge rating of 1/4 or less, but there are exceptions.

## STALKER

Stalkers are experts at ambush tactics, waiting for the right moment to strike when they can take full advantage of their enemy's weaknesses. Bounty hunters, security forces, and soldiers alike make use of these tactics to subdue their foes with both speed and efficiency.

### STALKER TECHNIQUES

At 3rd level, you learn an additional esper power when you reach certain levels in this class, as shown in the Stalker's Techniques table. These powers count as hunter techniques for you, but doesn't count against the number of hunter techniques you know.

#### STALKER TECHNIQUES

| Hunter Level | Esper Power |
|---|---|
| 3rd | *alter appearance* |
| 5th | *dimensional pocket* |
| 9th | *illusory design* |
| 13th | *superior obfuscate* |
| 17th | *mass alteration* |

### DATA SCANNER

At 3rd level, you gain the ability to scan a threat and analyze it's weaknesses. As an action, choose one creature, construct, or automaton within 60 feet of you. You immediately learn the nature of the target's damage immunites, resistances, and vulnerabilities. If the target is immune to location by stealth tech, an innate ability, or an esper power, your scan retrieves no information.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

### TACTICAL AMBUSH

At 3rd level, you excel in ambush and surprise tactics. On your first turn during combat and until the end of that turn, you gain a +10 bonus to your walking speed. If you use the Attack action during that turn, you can make one additional attack as part of that action. If the attack hits, the target takes additional weapon damage equal to your Wisdom modifier.

### UNYIELDING PURSUIT

At 7th level, you learn to use alternate routes such as rooftops or floor conduits to avoid obstacles and turns while you navigate through an area. You can climb and swim at the same speed as your walking speed. You can also use your Dexterity modifier instead of your Strength modifier when calculating your jumping distance.

### BARRAGE ASSAULT

Starting at 11th level, once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

### STALKER'S DEFENSE

At 15th level, your quick, unexpected motions grant you additional defenses. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## VANGUARD

A vanguard's duty is to be the first line of defense against oncoming threat. They learn specialized techniques for use against the most dire threats, from a station raid, to an invasion of deadly automatons, to gigantic beasts from the darkest reaches of the galaxy.

### SKIRMISHER

At 3rd level, you gain one of the following features of your choice.

***Breacher.*** Your powerful attacks wear down the defenses of tough opponents. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

***Counterreflex.*** Once during each combat round, when a creature hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature and it is within range.

***Gang Buster.*** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

### DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

***Multiattack Defense.*** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

***Steel Will.*** You have advantage on saving throws against being frightened.

***Tumbling Motion.*** Opportunity attacks against you are made with disadvantage.

### MULTIATTACK

At 11th level, you gain one of the following features of your choice.

***Rapid Fire.*** You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

***Whirlwind Attack.*** You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

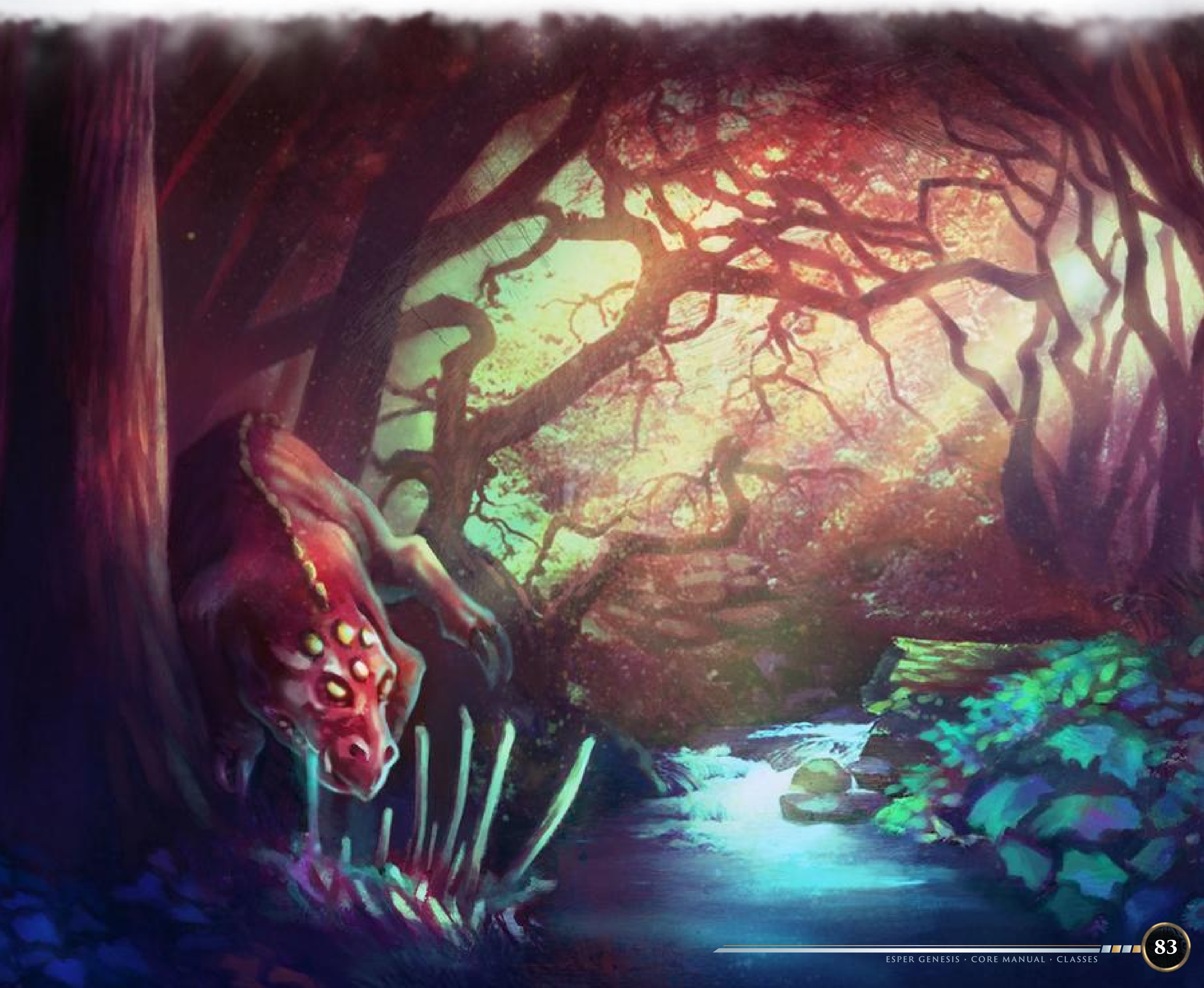
### SUPERIOR DEFENDER

At 15th level, you gain one of the following features of your choice.

***Evasion.*** When you are subjected to an effect, such as a kotatu alpha's fire breath or the *singularity* talent, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

***Rushing Diversion.*** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

***Uncanny Dodge.*** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.



## MELDER

His palm extended, a dendus calls of a shimmer of frost to coalesce before him before unleashing its deadly cold toward his enemy.

An lunar eldori weaves a micro-singularity—a black hole— which hovers over a nearby platform lifting and twisting all within its pull with a powerful crushing force.

A utopian human touches an electrical port, extending her perceptions through the ship's computer panels to gain an overview of the bridge nearby.

Masters of matter and energy manipulation, melders have attuned themselves to the incredible raw power within the mysterious Crucibles. Using the energy within themselves, they are able to alter reality itself by combining, shaping and channeling the energies around them. It is an ability even the most learned of races still do not fully understand.

Some espers wield their powers through use of sorium devices or implants. Melders know no such limitations. Their entire essence is infused with the power generated by the Crucibles, allowing them to draw matter and energy from around them and shape it to their desired form before releasing it.

### The Melder

| Level | Proficiency Bonus | Features | Prime Talents | Talent Points | Maximum Talent Rank |
|---|---|---|---|---|---|
| 1st | +2 | Channeling, Esper Recovery | 3 | 4 | 1 |
| 2nd | +2 | Esper Discipline | 3 | 6 | 1 |
| 3rd | +2 | – | 3 | 14 | 2 |
| 4th | +2 | Ability Score Improvement | 4 | 17 | 2 |
| 5th | +3 | – | 4 | 27 | 3 |
| 6th | +3 | Esper Discipline Feature | 4 | 32 | 3 |
| 7th | +3 | – | 4 | 38 | 4 |
| 8th | +3 | Ability Score Improvement | 4 | 44 | 4 |
| 9th | +4 | – | 4 | 57 | 5 |
| 10th | +4 | Esper Discipline Feature | 5 | 64 | 5 |
| 11th | +4 | Esper Mastery (Rank 6) | 5 | 73 | 5(6) |
| 12th | +4 | Ability Score Improvement | 5 | 78 | 5(6) |
| 13th | +5 | Esper Mastery (Rank 7) | 5 | 83 | 5(7) |
| 14th | +5 | Esper Discipline Feature | 5 | 88 | 5(7) |
| 15th | +5 | Esper Mastery (Rank 8) | 5 | 94 | 5(8) |
| 16th | +5 | Ability Score Improvement | 5 | 100 | 5(8) |
| 17th | +6 | Esper Mastery (Rank 9) | 5 | 107 | 5(9) |
| 18th | +6 | Prime Channeling | 5 | 114 | 5(9) |
| 19th | +6 | Ability Score Improvement | 5 | 123 | 5(9) |
| 20th | +6 | Signature Talents | 5 | 133 | 5(9) |

## Weavers of the Cosmos

Melders commune directly with the Crucibles in a system of codes and formula translated into controlled forms of energy. It is almost a language on its own, requiring a strong psyche to focus upon and comprehend as they “speak” with the forces around them. Once such a code is mastered it becomes part of the Melders repertoire of Talents. The most powerful of Melders view the forces of creation as one great cycle of energy, waiting to be tapped into.

Channeling such massive surges of energy takes a toll on both the body and mind. It is almost as if they have two personas within them at the same time, each with a completely different train of thought. Once a Melder reaches their limit, they must recover their strength. If pushed further, they run the risk of both physical debilitation and possible descent into madness.

## Disciples of Infinity

Due to their unique view of the connection between all things, a great many melders tend to try to look past the veil, striving to learn more about the nature of both their universe and the multiverse that exists beyond. Some believe that the Crucibles are merely a manifestation of realities and concepts that cannot yet be fathomed by the mortal mind, and that espers may be the key to their discovery.

## Creating a Melder

When choosing Melder as your class, consider the event that took place in which your character was awakened to his or her abilities. Did something provoke this awakening? Perhaps they studied the practices of another melder? Maybe they were capable of strange feats at a young age, or encountered a strange creature or location where their powers manifested.

### Ability Scores

Intelligence should be your primary ability score. Constitution could be considered secondary to supplement your hit points, followed by Wisdom and Charisma.

# Class Features

As a melder, you have the following class features.

### Hit Points

**Hit Dice**: 1d6 per melder level
**Hit Points at 1st Level:** 6 + your Constitution modifier
**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per melder level after 1st

### PROFICIENCIES

**Armor:** None
**Weapons:** Combat knife, throwing blades, collapsible staff, metal baton, light pistol
**Tools:** None
**Saving Throws:** Intelligence, Wisdom
**Skills:** Choose two skills from Astrophysics, Insight, Investigation, Lore, Medicine, and Xenobiology

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a collapsible staff or (b) a combat knife
- (a) a metal baton or (b) 6 throwing blades
- (a) a scientist's pack or (b) an explorer's pack
- (a) a portable shield device (PSD)

## CHANNELING

As an expert in the art of melding, you have a collection of innate abilities that make up your arsenal of talents.

### PRIME TALENTS

At 1st level, you know three prime talents of your choice from the melder talents list. You learn additional talents at higher levels as shown in the Prime Talents column of the Melder table.

### ESPER TALENTS

At 1st level, you learn six talents of your choice which may be selected from the melder talents list. These represent the different methods you've learned in which you can shape matter and energy.

### TALENT POINTS

The Melder table shows the number of talent points you have to use on your esper talents. These points represent the amount of personal energy that must be channeled into the talent in order to produce the desired effect. Once your pool of talent points is depleted, you are on the brink of exhaustion. Your regain all of your points once you finish a long rest.

Each talent has a rank and a point cost associated with it. If you do not have enough points to cover the cost, you can't use the talent. You can only learn and use talents up to a certain rank depending on your level. These are shown in the Maximum Talent Rank column of the Melder table.

### ESPER ABILITY

Intelligence is your channeling ability for your melder talents, since you learn your talents through study, practice, and precise execution. You use your Intelligence whenever a talent refers to your chanelling ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a melder talent you use and when making an attack roll with one.

**Channeling save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Channeling attack modifier** = your proficiency bonus + your Intelligence modifier

### GAINING ADDITIONAL TALENTS

You gain additional talents and ranks as you gain levels. Each time you gain a level as a melder, you learn two additional talents of your choice. They can be of any rank so long as they are not higher than the maximum talent rank you can use.

### CONVENTIONAL CHANNELING

You can use a talent conventionally if the talent has the conventional tag and it is in your list of known talents.

## ESPER RECOVERY

At 1st level, you are able to regain some of your spent energy through focus and meditative techniques. Once per day when you finish a short rest, you can recover a small number of talent points. The number of points you can recover is equal to 2 plus half of your melder level (rounded down).

## MELDER DISCIPLINE

When you reach 2nd level, you choose a discipline, refining your powers into specialized abilities and practices.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## ESPER MASTERY

At 11th level, your attunement to the fundamental forces around you grants you the ability to channel advanced esper talents. Choose a rank 6 talent from the melder powers list. You can activate this power once by spending the required amount of talent points. You must finish a long rest before you can do so again.

At higher levels, you gain more adept talents of your choice that you can use in this way: One rank 7 at 13th level, one rank 8 at 15th level and one rank 9 at 17th level. You regain all uses of your Esper Mastery when you finish a long rest.

Additionally, whenever you gain a new level in this class, you can replace one of your mastery talents with another talent fof the same rank from the melder powers list.

### Prime Channeling

At 18th level, you have achieved such mastery over certain talents that you can use them at will as prime talents. Choose a rank 1 melder talent and a rank 2 melder talent that are in your list of known talents. You can activate those talents at their lowest rank without spending any talent points. If you want to use either talent at a higher rank, you must spend the required talent points as normal.

By spending 8 hours in meditation, you can exchange one or both of the talents you chose for different talents of the same ranks. This meditation can be performed during a long rest.

### Signature Talents

When you reach 20th level, you gain mastery over two powerful talents and can activate them with minimal effort. Choose two rank 3 melder talents in your list of known talents to become your signature talents. You can activate each of them once at rank 3 without expending any talent points. When you do so, you can't do so again until you finish a short or long rest.

If you want to use either talent at a higher rank, you must spend the required talent points as normal.

## Melder Disciplines

Melders are classified into subgroups known as disciplines. Whenever a potential melder reaches Esper Genesis, they are often directed to train under a specialist to determine their chosen discipline.

### Celestian

Your abilities come from your mastery over space, the stars, and the celestial bodies in between. You have a unique understanding of space-time and its relative cosmic forces. You can see the positive energy that links all living things—different yet the same pieces to a grand cosmic machine.

#### Stellar Expertise

Starting at 2nd level, your proficiency bonus is doubled for any ability check you make that uses the Astrophysics and Xenobiology skill, if you are proficient in that skill.

In addition, your alternate view on the concept of time allows you to handle immediate situations with speed of the mind over the body. When you roll for initiative, you can make an Intelligence check instead of a Dexterity check.

#### Cosmic Flux

At 2nd level, when you hit a creature with a channeling attack, you can use your bonus action to imbue the talent's damaging effects with a space-time fluctuation. The target must make a Wisdom saving throw versus your Channeling save DC. If failed, the target takes an additional 1d6 radiant damage and it has disadvantage on its next attack roll or ability check. This effect lasts until the end of its next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

#### Sudden Shift

Beginning at 6th level, you can fold the space between you and an incoming attack from an enemy. When a creature makes an attack roll against you, you can use your reaction to instantly teleport up to an unoccupied space up to 20 feet away that you can see. The attack automatically misses you.

Once you use this feature, you can't use it again until you finish a short or long rest.

### FOCUSED PHASE

Beginning at 10th level, when you are concentrating on a metaphase talent, your concentration can't be broken as a result of taking damage.

### COSMIC WARD

At 14th level, you are resistant to fire and radiant damage. In addition, when a creature hits you with an attack that deals radiant damage, they take radiant damage equal to half your melder level.

## DEFENDER

You focus your abilities toward facing off against foes in battle and protecting your allies from dangerous threats. You rely on your quick reflexes and your expertise with hurling powerful, destructive energies.

### COMBAT REFLEXES

When you choose this discipline at 2nd level, your instinctive reflexes allow you to react quickly to incoming threats. You gain a bonus to initiative rolls equal to your Intelligence modifier.

### FORCE SHIELD

At 2nd level, you can summon an energy shield to defend against incoming attacks. When you are hit by an attack or fail a saving throw, you can use your reaction to roll 1d6 and add the result as a bonus to your AC against that attack or as a bonus to that saving throw.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all uses after you finish a long rest.

### FOCUSED TARGETING

At 6th level, you can focus the energies of your combat talents. Whenever you use a talent that deals acid, cold, fire, force, or lightning damage, you can spend 3 talent points to gain one of the following benefits.

- You gain advantage on your channeling attack roll for that talent.
- You can give one target of the power disadvantage on its first saving throw made against the talent's effects.

### EXTENDED SHIELD

Starting at 10th level, you can extend your defensive capabilities to your allies. When a creature that you can see within 60 feet of you is hit by an attack or fails a saving throw, you can use your reaction to grant them the benefit of your Force Shield. Each use of this feature expends one of your uses of Force Shield.

### REACTIVE SHIELD

At 14th level, your Force Shield leaves behind traces of reactive energy. When you use your Force Shield feature to protect a target, until the end of that your next turn, anytime the target is hit with an attack, the attacker takes force damage equal to half your melder level.

## METAKINETIC

As a metakinetic, you specialize in shaping the natural forces and elements that interact with each other to create the fundamental makeup of the universe itself. You possess the ability to see the pattern and flow of prime energies such as fire, wind, light and gravity, and have mastered merging and redirecting them to your will.

### TALENT ACCURACY

Beginning at 2nd level, you can create pockets of relative safety within the effects of your kinesis and elemental talents. When you use an elemental or kinesis talent that affects other creatures you can see, you can choose a number of them equal to 1 + the talent's rank. The chosen creatures automatically succeed on their saving throws against the talent, and they take no damage if they would normally take half damage on a successful save.

### PRIME BOOSTER

Starting at 6th level, your damaging Prime talents still affect creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your Prime talent, the creature takes half the talent's damage (if any) but suffers no additional effect from the talent.

### EMPOWERED METAKINETIC

Beginning at 10th level, you can add your Intelligence modifier to one damage roll of any melder elemental or kinesis talent you use.

### OVERCHANNEL

Starting at 14th level, you can increase the power of your basic talents. When you use a talent of ranks 1 through 5 that deals damage, you can deal maximum damage with that talent.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each talent rank, immediately after you activate it. Each time you use this feature again before finishing a long rest, the necrotic damage per talent rank increases by 1d12. This damage ignores resistance and immunity.

## PSYCHOGENIC

A melder who specializes in psychogenics strives to master the powers that influence and interact with the minds of others. Telepaths, Clairvoyants, and Enchanters follow the path of the Psychogenic.

### MESMERIZE

Starting at 2nd level, you can use your esper power to charm, immobilize, and stupefy other beings. As an action, you can use this power and select any target within 5 feet of you that can also see and hear you. The target must then succeed on a Wisdom saving throw using your Channeling save DC as the difficulty. If failed, the target cannot move and is considered both dazed and incapacitated until the end of your next turn.

This power can be maintained by expending an action each turn. If the target takes damage, moves out of visual or auditory range, or is more than 10 feet away from you, the mesmerize effect ends.

If the creature makes their save, or once the effect ends on the creature, the power may not be used on the same target again until you complete a long rest.

### DAZE AND DISORIENT

At 6th level, you may use this power as an action to confuse and distract another creature. Choose a target that you can see within 30 feet of you. The target must make a Wisdom saving throw versus your Channeling save DC. On a failed save, the target is completely disoriented, no longer able to take reactions until the end of your next turn. In addition, their next attack roll is made at a disadvantage.

On a successful save, the target becomes immune to this power until you've completed a long rest. Creatures that are immune to mental and charm effects are also immune to this power.

### SECONDARY MIND

At 10th level, whenever you use a psychogenic power of Rank 1 or higher that affects a single target, you may also choose a secondary target for the same power.

### MEMORY SCULPTING

At 14th level, you gain the ability to influence a creature's mind without them ever becoming aware of it. When you use a psychogenic talent to charm one or more creatures, you can alter one creature's memories so that it never remembers ever being charmed.

Additionally, once before the talent expires, you can use your action to attempt to erase additional memories of the time in which they were charmed by you. The creature must succeed on an Intelligence saving throw against your melder channeling save DC or lose a number of hours of its memories equal to 1 + your Charisma modifier (minimum of 1). You can opt to make the creature forget less than the given time, and the amount of time gained can't exceed the duration of the psychogenic talent.

## PROTOWEAVER

You specialize in the shaping the energies you harness into your own design. Through study and training, you've learned to visualize all forms of potential energy down to a molecular level, allowing you to mold alterations into existing energy patterns.

### STUDIED SAVANT

When you select this discipline at 2nd level, your training makes you a learned expert on various scientific subjects. Your proficiency bonus is doubled for any ability check you make that uses the Astrophysics, Lore, or Xenobiology skill, if you are proficient in that skill.

In addition, whenever you make an Intelligence (Investigation) check to gain information from scientific research records or files, you are considered proficient in Investigation and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

### ELEMENTAL ALTERIST

At 2nd level, you can splice the energy generated by your talents at a molecular level, altering its final form. When you use talent points to activate a talent that deals acid, cold, fire, lightning, or thunder damage, you can spend an additional 2 talent points to change the damage type of that talent to another damage type from that list. You can change the damage type only once per activation of a talent.

When you alter a damage type in this way, until the end of your next turn, you gain a +2 bonus to saving throws against talents and techniques that deal damage of the new damage type.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all uses after you finish a long rest.

### TALENT SPLICER

Starting at 6th level, you can manipulate the base formulae used to power your talents. When you activate a talent, you can use a bonus action and spend an additional 4 talent points to apply one of the following effects.

- You can double the range of the talent to a maximum of 1 mile.This has no effect on talents with a range of Self or Touch.
- If the talent forces the target to make a saving throw you can roll a d4 and add the result to the talent's save DC.
- You can increase the talent's damage by an amount equal to half your melder level. If the talent deals damage on subsequent turns, the extra damage only applies on the turn in which you activate the talent.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all uses after you finish a long rest.

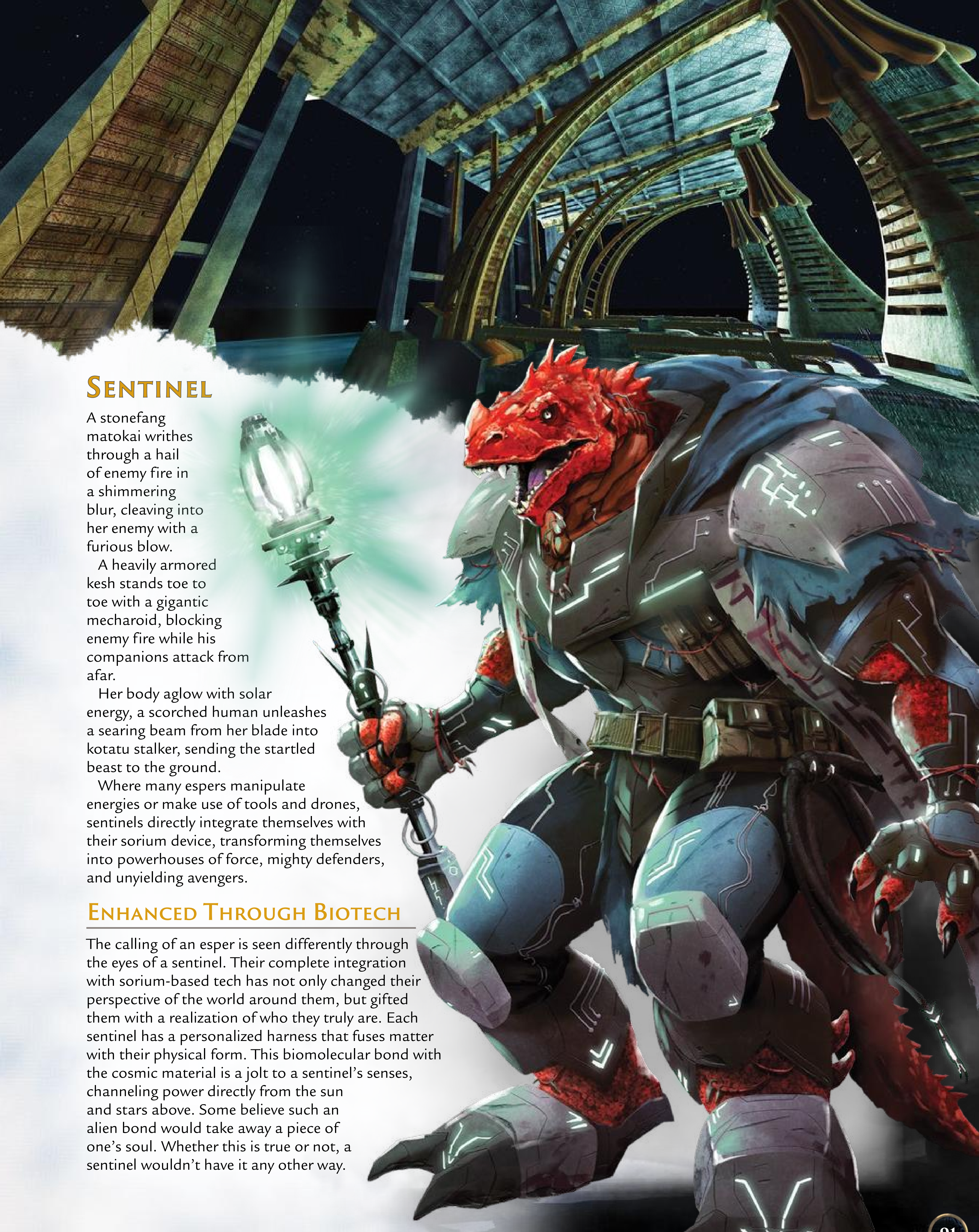
### DYNAMIC FOCUS

At 10th level, whenever you make a saving throw to maintain concentration on a talent, you can use your Intelligence instead of your Constitution to make the save.

### PRIME RESILIENCE

When you reach 14th level, you can ward away the damaging effects of harmful powers. You have resistance against the damage of talents and techniques.

In addition, you have advantage on saving throws against talents and techniques.



## SENTINEL

A stonefang matokai writhes through a hail of enemy fire in a shimmering blur, cleaving into her enemy with a furious blow.

A heavily armored kesh stands toe to toe with a gigantic mecharoid, blocking enemy fire while his companions attack from afar.

Her body aglow with solar energy, a scorched human unleashes a searing beam from her blade into kotatu stalker, sending the startled beast to the ground.

Where many espers manipulate energies or make use of tools and drones, sentinels directly integrate themselves with their sorium device, transforming themselves into powerhouses of force, mighty defenders, and unyielding avengers.

### ENHANCED THROUGH BIOTECH

The calling of an esper is seen differently through the eyes of a sentinel. Their complete integration with sorium-based tech has not only changed their perspective of the world around them, but gifted them with a realization of who they truly are. Each sentinel has a personalized harness that fuses matter with their physical form. This biomolecular bond with the cosmic material is a jolt to a sentinel's senses, channeling power directly from the sun and stars above. Some believe such an alien bond would take away a piece of one's soul. Whether this is true or not, a sentinel wouldn't have it any other way.

### The Sentinel

| Level | Proficiency Bonus | Features | —Tech Slots per Technique Rank— 1st | 2nd | 3rd | 4th | 5th |
|---|---|---|---|---|---|---|---|
| 1st | +2 | Sentinel's Rig, Regenerative Force, Weapon Link | – | – | – | – | – |
| 2nd | +2 | Fighting Style, Forging, Infused Strike | 2 | – | – | – | – |
| 3rd | +2 | Cellular Resistance, Sentinel's Path | 3 | – | – | – | – |
| 4th | +2 | Ability Score Improvement | 3 | – | – | – | – |
| 5th | +3 | Extra Attack | 4 | 2 | – | – | – |
| 6th | +3 | Multi-User Tactical Display | 4 | 2 | – | – | – |
| 7th | +3 | Sentinel's Path feature | 4 | 3 | – | – | – |
| 8th | +3 | Ability Score Improvement | 4 | 3 | – | – | – |
| 9th | +4 | – | 4 | 3 | 2 | – | – |
| 10th | +4 | Expanded Tactical Display | 4 | 3 | 2 | – | – |
| 11th | +4 | Amplified Strike | 4 | 3 | 3 | – | – |
| 12th | +4 | Ability Score Improvement | 4 | 3 | 3 | – | – |
| 13th | +5 | – | 4 | 3 | 3 | 1 | – |
| 14th | +5 | Pattern Absorption | 4 | 3 | 3 | 1 | – |
| 15th | +5 | Sentinel's Path feature | 4 | 3 | 3 | 2 | – |
| 16th | +5 | Ability Score Improvement | 4 | 3 | 3 | 2 | – |
| 17th | +6 | – | 4 | 3 | 3 | 3 | 1 |
| 18th | +6 | Tactical Display improvements | 4 | 3 | 3 | 3 | 1 |
| 19th | +6 | Ability Score Improvement | 4 | 3 | 3 | 3 | 2 |
| 20th | +6 | Sentinel's Path feature | 4 | 3 | 3 | 3 | 2 |

## Honoring the Code

On the surface, many sentinels can be mistaken as brutes who exchanged a bit of their humanity to become war machines. This is the far from true for any sentinel. No sentinel sees themselves as just any merc or tech-slinging goon. Whenever a sentinel attunes with their harness, they gain a greater sense of purpose— almost as if they are a part of a secret order, hidden within their universe.

Whether it is for the benefit of others or their own is different for each sentinel, but all are connected somehow by this silent contract to which they are bound. Those who understand the nature of sentinels know full well that it is this code that makes them something more than just common brutes.

## Creating a Sentinel

Upon choosing to create a sentinel, decide what level of integration your character has with their sorium harness, as well as how it affects your appearance and lifestyle. Some sentinels keep their harness concealed or cover them up, while others display their augmentations proudly, even decorating them with matching trinkets or attachments.

### Ability Scores

Strength should be your highest ability score, followed by Charisma. Dexterity and Constitution are both useful as a tertiary option.

## Class Features

As a sentinel, you have the following class features.

### Hit Points

**Hit Dice**: 1d10 per sentinel level
**Hit Points at 1st Level:** 10 + your Constitution modifier
**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per sentinel level after 1st

### Proficiencies

**Armor:** All armor, shields
**Weapons:** Simple weapons, martial weapons
**Tools:** Cybersmith's tools
**Saving Throws:** Charisma, Constitution
**Skills:** Choose two from Athletics, Insight, Intimidation, Mechanics, Medicine, Perception and Persuasion

### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) 10 throwing knives or (b) any simple weapon
- (a) heavy trooper armor or (b) medium trooper armor
- (a) a soldier's pack or (b) an explorer's pack
- a sentinel's rig

## SENTINEL'S RIG

At 1st level, You have a personalized rig, which is fitted with a set of sorium materials, tools, and attachments used to activate and implement your techniques. Your rig is integrated into your body, most often taking the form of a metallic harness bound to your torso. It is considered to be a part of your body and cannot be removed.

You can use your bonus action and expend a tech slot to make your rig invisible to mundane senses, but it is still detectable by special senses such as truesight and talents such as *esper sense*. Your rig remains hidden for a number of hours equal to your sentinel level or until you lose your concentration (as if you were concentrating on an esper power). Once you reach 5th level, concealing your rig no longer requires you to expend a tech slot. When your rig is hidden in this way, you cannot use any techniques or your weapon link feature (see the Weapon Link feature described later).

### BETWEEN BODY AND HARNESS

There have been many theories on what truly happens when a sentinel integrates with their harness, which draws its power from the stars and celestial bodies between them. It is a far more extensive bond then those who are fitted with sorium implants. Scientists who study the effects of the Crucibles have always believed they are imbued with a programming code which even the most brilliant of scientists have only scratched the surface toward fully understanding.

However, going upon their basic theory, the integration of the sorium harness and its connection to the Crucibles may be the source of this inner voice that guides each sentinel toward their path. Whether this is just some base code within the Crucibles themselves, or perhaps even a form of AI, no one can truly say for certain.

## REGENERATIVE FORCE

Starting at 1st level, you can use the energy stored in your rig to regenerate living tissue. You have a regenerative pool that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your sentinel level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your regenerative pool to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Regenerative Force, expending hit points separately for each one.

This feature has no effect on automatons or constructs.

## WEAPON LINK

Your rig's attachments enable you to create a weapon link—a bio-molecular link between your rig and a melee weapon of your choice. Forging a weapon link takes 1 hour, which can be completed during a short rest. You can instantly dismiss your weapon link, the weapon dismantling itself and becoming a part of your harness. You can spend a bonus action to recall the weapon or summon it from any location to appear directly into your hand.

Once the weapon has been forged into a weapon link, you cannot be disarmed of that weapon unless you are incapacitated. Your weapon link is instantly dismissed into your rig if it is more than 10 feet away from you.

You can have up to two weapon links, but can draw only one at a time with your bonus action. If you attempt to create a weapon link with a third weapon, you must break the link with one of the other two.

## FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

### PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

### RANGE DETERRENCE

If a creature within 5 feet of you makes a ranged weapon attack, you can use your reaction to make an opportunity attack against that creature.

### ZONE DEFENDER

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

## FORGING

By 2nd level, you have learned to use the energy stored in your rig to power techniques, much like an engineer.

### PREPARING AND USING TECHNIQUES

The Sentinel table shows how many tech slots you have to use for techniques. To activate a technique, you must expend a tech slot of the technique's rank or higher. You regain all expended tech slots when you finish a long rest.

You prepare the list of techniques that are available for you to use, choosing from the sentinel powers list. When you do so, choose a number of techniques equal to your Charisma modifier + half your sentinel level, rounded down (minimum of one technique). The techniques must be of a rank for which you have tech slots.

For example, if you are a 5th-level sentinel, you have four rank 1 and two rank 2 tech slots. With a Charisma of 14, your list of prepared techniques can include four rank 1 and rank 2 techniques, in any combination. If you prepare the rank 1 technique *mend*, you can activate it using a rank 1 or a rank 2 tech slot. Using the technique doesn't remove it from your list of prepared techniques.

You can change your list of prepared techniques when you finish a long rest. Preparing a new list of sentinel techniques for use requires at least 1 minute per technique level for each technique on your list.

### FORGING ABILITY

Charisma is your forging ability for your sentinel techniques, communing with your rig harness to implement your powers.

You use your Charisma whenever a technique refers to your forging ability. In addition, you use you Charisma modifier when setting the saving throw DC for a technique you use and when making an attack roll with one.

**Forging save DC** = 8 + your proficiency bonus + your Charisma modifier

**Forging attack modifier** = your proficiency bonus + your Charisma modifier

## INFUSED STRIKE

Also beginning at 2nd level, you can cause your weapon link to erupt with cosmic energy during combat. Whenever you use this feature, you can choose between one of the following options:

### MELEE STRIKE

When you hit a creature with a melee weapon attack using your weapon link, you can expend one tech slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a rank 1 technique slot, plus 1d8 for each slot rank higher than 1, to a maximum of 5d8. The damage increases by 1d8 if the target is an automaton or a construct.

### RANGED STRIKE

You can use your action to fire a radiant beam from your weapon link at a target within 60 feet of you that you can see. Make a ranged forging attack. On a hit, the target takes 1d8 radiant damage. You can also expend a tech slot to deal additional radiant damage as if you had hit the target with a melee strike.

You can perform a ranged strike a number of times equal to your Charisma modifier. You regain all uses after you complete a short or long rest.

## CELLULAR RESISTANCE

By 3rd level, the cosmic energy flowing through you makes you immune to disease.

## SENTINEL'S PATH

At 3rd level, you fully integrate with your harness, adopting a path and code of ethics that defines you as a sentinel. Up to this time you had been slowly adopting your true purpose but not yet fully committed to it. Your path not only defines you as an esper, but as the enlightened individual with a true objective in the galaxy.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include expanded techniques and the Rig Expansion feature.

### EXPANDED POWERS

Each code has a list of associated techniques. You gain access to these techniques at the levels specified in the code description. Once you gain access to one of these techniques, you always have it prepared. They don't count against the number of techniques you can prepare each day.

If your code grants you an esper power that doesn't appear on the sentinel powers list, the power is nonetheless a sentinel technique for you.

### RIG EXPANSION

Your rig integration allows you to channel its energy to fuel additional effects. Each Rig Expansion option provided by your code explains how to use it.

When you use your Rig Expansion, you choose which option to use. You must then finish a short or long rest to use your Rig Expansion again.

Some Rig Expansion effects require saving throws. When you use such an effect from this class, the DC equals your sentinel forging save DC.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## MULTI-USER TACTICAL DISPLAY

Starting at 6th level, you can sync with nearby allies, providing them with an augmented reality display of incoming threats. Whenever you or a friendly creature within 10 feet of you is required to make a saving throw, they gain a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this feature increases to 30 feet.

## EXPANDED TACTICAL DISPLAY

Starting at 10th level, you and friendly creatures within 10 feet of you can't be surprised while you are conscious.

At 18th level, the range of this feature increases to 30 feet.

## AMPLIFIED STRIKE

By 11th level, you master your attunement with your weapon link, and your weapon strikes carry residual cosmic energy. Whenever you hit a creature with a weapon attack using your weapon link, the creature takes an extra 1d8 radiant damage. If you also use your Infused Strike with your weapon link, you add this damage to the extra damage of your Infused Strike.

## PATTERN ABSORPTION

Beginning at 14th level, you can use your action to end the effects of one esper power on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

# SENTINEL PATHS

The calling of a sentinel is gained upon their first integration with their sorium rig. The cosmic energies within fuse with the sentinel's inner persona, culminating into a full-fledged evolution when they reach 3rd level. When a sentinel chooses their path, they gain an expanded sense of connection with the very stars spiraling throughout the galaxy, something only that can only be described by other sentinels. Upon this awakening, each sentinel gains their sense of purpose.

## PATH OF THE CHAMPION

Your path leads you toward becoming a cosmic defender of a cause. Many sentinels who follow this path consider themselves the guardians of a particular region, a defender of the people, or a pursuer of justice for those who have been wronged.

### EXPANDED POWERS

You gain the following powers at the sentinel level listed.

### CHAMPION TECHNIQUES

| Sentinel Level | Esper Power |
|---|---|
| 3rd | *impedance, sensory jammer* |
| 5th | *detoxify, minor remedy* |
| 9th | *optimizer, unravel effect* |
| 13th | *superior aegis, unfetter* |
| 17th | *incinerate, major remedy* |

### RIG EXPANSION

When you choose this path at 3rd level, you gain the following two Rig Expansion options.

***Stellar Armament.*** As an action, you can imbue one weapon that you are holding with positive energy, using your Rig Expansion. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already forge enhanced, it becomes so for the duration.

***Electromagnetic Pulse.*** As an action, you unleash a pulse of energy from your harness, directly affecting all automatons and constructs within range. Each of these targets within 30 feet of you and with less than three-quarters cover must make an Intelligence saving throw. If the target fails its saving throw, it is impaired until the end of your next turn or until it takes any damage. This ability also affects mechanical creatures controlled by a live operator.

An impaired target cannot take any reactions and its movement is reduced to 0. The only action available to the target is the dodge action.

In addition, any unshielded computer panel or electronic device not worn by another creature is rendered inert until the start of your next turn.

### MENTAL ANCHOR

Beginning at 7th level, your tactical display can detect strong shifts in the brainwave patterns of your teammates. You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this feature increases to 30 feet.

### CELESTIAL RENEWAL

At 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

### CORONA

At 20th level, as an action, you can emanate a brilliant aura of solar energy. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage.

In addition, for the duration, you have advantage on saving throws against powers used by proteans and netherants.

Once you use this feature, you can't use it again until you finish a long rest.

## PATH OF THE SLAYER

Followers of this path focus on pursuing and delivering righteous justice or merciless vengeance upon their foes. Your cause toward hunting those who would receive your just wrath can sometimes conflict with some of your more merciful allies depending on your severity. There may even be times where pursuit of your cause may require temperament from your own conscience.

### EXPANDED POWERS

You gain the following powers at the sentinel level listed.

#### SLAYER TECHNIQUES

| Sentinel Level | Esper Power |
|---|---|
| 3rd | *graviton strike, laser blast* |
| 5th | *enhance weapon, stasis field* |
| 9th | *absorption, celerity* |
| 13th | *energy susceptibility, portal* |
| 17th | *reactive field, superior stasis field* |

### RIG EXPANSION

When you choose this path at 3rd level, you gain the following two Rig Expansion options.

***Graviton Hold***. You can use your Rig Expansion to stop your enemy's movements and hold them in place. As an action, you can target a creature for this effect within 10 feet of you that you can see. That creature must succeed on a Strength saving throw or be restrained. While the creature is restrained, it repeats the saving throw at the end of each of its turns. On a success, it frees itself and can move normally.

***Slayer's Mark.*** As a bonus action, you can place a personalized target marker on an enemy to track its movements in combat. Choose one creature within 30 feet of you that you can see. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

### POWER DAMPENER

Beginning at 7th level, you generate a dampening field that wards against the effects of unfriendly powers. You and friendly creatures within 10 feet of you have resistance to damage from all esper powers.

At 18th level, the range of this feature increases to 30 feet.

### COUNTERBRAND

At 15th level, you can swiftly answer any move made by the target of your Slayer's Mark feature. When a creature under the effect of your Slayer's Mark makes an attack, you can use your reaction to make a weapon attack against that creature if it is within range.

### SOLAR AVENGER

At 20th level, as an action you channel solar energy into your body, granting you increased strength, speed, and prowess. You gain the following benefits for 1 minute.

- You have resistance to all damage types.
- Your speed increases by an amount in feet equal to five times your Charisma modifier.
- When you take the Attack action on your turn, you can make one additional attack as part of that action.

## SPECIALIST

A dendus hurls a stream of sharp blades into his enemies before disappearing in the shifting light, only to emerge again in from the shadows in the distance.

A lunar eldori rewires the security panel, deactivating the laser sensor grid before signaling to her companions to move into the hallway.

The holographic disguise fades away from the crescent promethean, revealing his true identity to the stunned agents who so freely revealed all their secrets.

Even in the shining jewel of the Sorium Accord, or the peaceful worlds of the Core, shadows exist. If left unchecked, they spread like an invisible web of darkness, vying for power while the rest of society remains unaware. Specialists work their craft between the judicial societies of the Core, and the shadows of the galactic underworld.

A specialist relies on their adept skill and instincts to overcome obstacles. They have a wealth of expertise, from figuring out the weak points of any adversary to being able to find their way through the trickiest of tight spots. They can be found working their craft anywhere from running goods between seedy smuggling dens to being a secret agent in defense of their government.

### QUICK AND PRECISE

Rather than focusing on brawn, specialists fight using speed, skill, and precision to dispatch their foes. They often use small, easily concealed weapons and implant-controlled gadgets that allow them to take advantage of their enemy's weaknesses.

### The Specialist

| Level | Proficiency Bonus | Deft Strike | Features |
|---|---|---|---|
| 1st | +2 | 1d6 | Natural Aptitude, Deft Strike, Shadownet ID |
| 2nd | +2 | 1d6 | Cunning Action |
| 3rd | +2 | 2d6 | Specialist Archetype |
| 4th | +2 | 2d6 | Ability Score Improvement |
| 5th | +3 | 3d6 | Uncanny Dodge |
| 6th | +3 | 3d6 | Natural Aptitude |
| 7th | +3 | 4d6 | Evasion |
| 8th | +3 | 4d6 | Ability Score Improvement |
| 9th | +4 | 5d6 | Specialist Archetype feature |
| 10th | +4 | 5d6 | Ability Score Improvement |
| 11th | +4 | 6d6 | Reliable Talent |
| 12th | +4 | 6d6 | Ability Score Improvement |
| 13th | +5 | 7d6 | Specialist Archetype feature |
| 14th | +5 | 7d6 | Blindsense |
| 15th | +5 | 8d6 | Slippery Mind |
| 16th | +5 | 8d6 | Ability Score Improvement |
| 17th | +6 | 9d6 | Specialist Archetype feature |
| 18th | +6 | 9d6 | Elusive |
| 19th | +6 | 10d6 | Ability Score Improvement |
| 20th | +6 | 10d6 | Stroke of Luck |

Their style of practice, however, varies greatly. Each specialist has a chosen range of expertise within which they hone their skills. Some rely on subterfuge and stealth to infiltrate secure or hidden places. Some rely on their quick-wit, hacking, and tools of distraction to catch their targets off guard.

## PROFESSIONAL COURTESIES

Often finding themselves in dangerous situations, an experienced specialist knows survival sometimes hinges on the right information and a reliable ally. Whether they are smugglers, investigators, space jockeys, or assassins, specialists often keep a small network of contacts and allies who they can trust even in the worst of situations.

As espers, specialists are aware that sometimes the best information can come from other specialists, even if their profession would be considered unsavory toward their own. With this in mind, many of them communicate secretly over the Silrayne Intergalactic Matrix, using coded language only they can decipher. This often comes with a simple, yet courteous, "don't ask, don't tell" agreement when it comes to identity and sharing of information.

## CREATING A SPECIALIST

Specialists have a very broad range of available skills or techniques. When you are creating your character, consider your desired profession as well as on which side of the law your character stands. How did your character fall into their practice? Are you part of an organization? When did your innate skills manifest? (see the "Natural Aptitude" class feature below) Do you use your powers for money or do you fight for an ideal or cause?

### ABILITY SCORES

Dexterity should be your primary ability score. Depending on the type of specialist you wish to create, you should choose either Intelligence or Charisma as your second highest ability score, followed by Wisdom.

# CLASS FEATURES

As a specialist, you have the following class features.

### HIT POINTS

**Hit Dice**: 1d8 per specialist level
**Hit Points at 1st Level**: 8 + your Constitution modifier
**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per specialist level after 1st

### PROFICIENCIES

**Armor:** Light armor
**Weapons:** Simple weapons, autopistol, longblade, shortblade, sabre
**Tools:** Infiltration Tools
**Saving Throws:** Dexterity, Intelligence
**Skills:** Choose four from Acrobatics, Athletics, Computers, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, and Stealth

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a sabre or (b) a light pistol with 15 rounds of ammunition
- (a) a light pistol with 15 rounds of ammunition or (b) a shortblade
- (a) an agent's pack or (b) an explorer's pack
- (a) Armor Jacket, two combat knives, and infiltration tools

## NATURAL APTITUDE

As an esper, you have a natural affinity for particular skills. These innate skill competences come instinctively to you. They could have manifested at anytime during your lifetime, often marked with a specific visual effect.

At 1st level, choose two skills in which you are proficient, or one of those skills and one tool proficiency in which you are proficient (including vehicles). Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

At 6th level, you can choose two more of your proficiencies (in skills or with tools or vehicles) to gain this benefit.

### OPTIONAL RULE: ESPER EFFECT

You may choose a particular effect that manifests whenever you use a skill in which you have a natural aptitude. The effect reflects your esper link with the Crucibles and may be visual or more intrinsic. Examples could be small trails of wind behind you when using the Acrobatics skill, data trails in your eyes when using Computers, a slight darkening of light around you for Stealth, or an aire of sheer confidence when using Persuasion. Whatever effect you choose must be limited to your character's space and must also be approved by your GM.

## DEFT STRIKE

Beginning at 1st level, you know how to exploit a foe's weakness to make a quick, powerful strike. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

## SHADOWNET ID

Your training and expertise have earned you an online avatar on the Shadownet – a secret underworld of locations and networks within the Silrayne Intergalactic Matrix (SIM). These secret messages and locations can only be accessed or decoded with a personal set of codes and your Shadownet ID (which may also require a partial genetic ID as well).

Members of the Shadownet can converse in private, trade or share secrets, acquire locations for black market goods and resources, and look up information about different territories and the secret societies that may operate in those areas.

## CUNNING ACTION

Starting at 2nd level, your superior reaction and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

## SPECIALIST ARCHETYPE

At 3rd level, you may choose an archetype that represents your chosen form of expertise and your path toward improvement. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature

## UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as the *gravity well* talent or a drone's *blast pattern* ability. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

## BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

## SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

## ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

## STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

# SPECIALIST ARCHETYPES

Though specialists are trained with many similar basic traits, very rarely are any of them cut from the same cloth. Your archetype represents the path upon which you've chosen to focus your training as a specialist, as well as the style in which you operate.

## INFILTRATOR

You focus your skills in the art of infiltration, investigation, and subtle acquisition. Infiltrators are often found in the deepest depths of abandoned ruins or secret bunkers searching for clues, treasure, or secrets long buried.

### FAST HANDS

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your infiltration tools to disarm a device or open a lock, or take the Use an Object action.

### LIGHT AS A FEATHER

When you choose this archetype at 3rd level, you gain additional control over your movements. You may opt to roll Dexterity (Acrobatics) for any climbing skill check. You may scale any solid surface and climbing no longer costs you extra movement.

In addition, you may substitute your Dexterity modifier for determining jumping heights and distances.

### STEALTH MASTERY

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

### ELECTRONICS EXPERT

By 13th level, you're an expert at the inner workings of different electronic and tech driven devices. You gain advantage on any Intelligence (Computers) check made to identify and operate any computer console or data device. You also ignore any language restrictions toward activating and operating these devices.

### SUPREME REFLEXES

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

## INVESTIGATOR

You're an expert at drawing out the truth, whether it be from a complex crime scene, a shady contraband deal, or a tricky system of hidden codes and puzzles. Your profession can take many forms. Detectives, analysts, reporters, and law enforcement all benefit from specializing in this archetype.

### EXPERT INTERROGATOR

When you choose this archetype at 3rd level, you become adept at discerning between facts and fabrications. You gain a bonus equal to half your specialist level on any Wisdom (Insight) check to determine whether a creature is lying. If you succeed on one of these checks, you gain the same bonus on any Charisma (Persuasion) or Charisma (Intimidation) checks made to persuade the truth out of the same target.

### PERCEPTIVE VIGILANCE

Beginning at 3rd level, if you roll a 1 on any Wisdom (Perception) check or Intelligence (Investigation) check to spot or reveal a hidden creature or object, you can reroll the die and must use the new roll.

### INTUITIVE ACTION

At 3rd level, you can use your Cunning Action feature to analyze the movements of a foe and take advantage of their weak point. Choose a target that you can see when you use this feature. Until the end of their next turn, the next time the target makes a melee weapon attack against you, that attack roll is made with disadvantage. If the attack misses, your next attack roll made against that creature has advantage.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all uses when you complete a short or long rest.

### SHARP INSTINCTS

At 9th level, if you are not engaged in any strenuous activity (such as running, climbing, fighting, or concentrating on a power), you have advantage on any Intelligence (Investigation) or Wisdom (Perception) check.

### EXACTING EYE

Starting at 13th level, you can pick out small inconsistencies that can easily be overlooked by an untrained eye. You are immune to being charmed. In addition, you have advantage on all Wisdom saving throws made versus any illusion, regardless if created through mundane means, an innate ability, or an esper power.

### INTUITIVE TACTICIAN

At 17th level, you can fully take advantage of an enemy's weak points. When you use your Intuitive Action feature against a target you gain advantage to attack rolls against that creature for 1 minute, regardless of whether or not their attack missed you.

## OPERATIVE

You are trained in the art of surprise, getting close to your target for information, manipulation, or to strike when they least expect it. Many operatives carry the title of agent, assassin, spy, or more colloquial terms such as spook or ghost. Your style is deceptive, yet direct, taking no chances unless it's for maximum effect.

### TRAINED IN THE ART

At 3rd level, choose one prime talent between *analyze device, mental missive, proton blade,* and *trigger device*. You may use this talent as a melder of the same level.

In addition, you also gain proficiency with the disguise kit and one tool of your choice between a forgery kit, hacker's kit, or one type of gaming set.

### VITAL STRIKE

At 3rd level, you are trained to strike quickly and effectively before your enemy makes the first move. You have advantage on attack rolls against any creature that has not yet taken a turn in combat. In addition, any hit you score against a creature that is surprised is a critical hit.

### FORGED IDENTITY

Starting at 9th level, you can easily create false identities for yourself. You must spend five days and 50 credits in resources to establish the records, historical data, and associations for your chosen identity. You can't establish an identity that belongs to someone else. A general search of your new identity in the SIM will reveal a satisfactory amount of information.

If you later choose to adopt the new identity as a disguise, others automatically believe you to be that person until substantial evidence reveals otherwise.

### IMPERSONATION

At 13th level, you become a master of disguise, able to impersonate the speech patterns, movements, and mannerisms of another individual. You must spend at least three hours studying various prerequisites such as personal data, recordings, and physical observations.

You gain advantage on any ability check made with your disguise kit toward creating a replica of any special markings, trinkets, or unique features for the person you're impersonating.

To the passive eye, you're indistinguishible from the real thing. If your identity is suspected or tested, you gain advantage on any Charisma (Deception) checks you make to avoid being discovered.

### ASSASSINATION

Starting at 17th level, you become adept at dealing swift death blows. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your proficiency score + your Dexterity modifier). On a failed save, the target takes double the damage from your attack.

## ARTIFICE

You specialize in the use of a sorium powered implant and devices to generate the effects of various esper powers. You hide your abilities in plain sight, your tools and devices taking the form of trinkets, clothing, or other mundane objects linked to your internal system. Combining quick thinking with fluid motion, you adapt to any situation by outmaneuvering your foe.

### SENSORY DEFENSE

Starting at 3rd level, if you make a successful melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

## ESPER TALENTS

Beginning at 3rd level when you choose this archetype, you gain the ability to use talents from the melder powers list. See chapter 11 for rules on esper powers and the melder powers list.

***Prime Talents.*** You learn three prime talents of your choice from the melder powers list. You learn an additional prime talent at 10th level.

***Talent Points.*** The Artifice Talents table shows shows the number of talent points you have to use on your esper talents. These points represent the amount of personal energy that must be channeled into the talent in order to produce the desired effect. Once your pool of talent points is depleted, you are on the brink of exhaustion. Your regain all of your points once you finish a long rest.

Each talent has a rank and a point cost associated with it. If you do not have enough points to cover the cost, you can't use the talent. You can only learn and use talents up to a certain rank depending on your level. These are shown in the Maximum Talent Rank column.

***Talents Known of Rank 1 and Higher.*** You know three rank 1 melder talents of your choice. They must be from the clairsentient, metaphase, or psychogenic domains.

The Talents Known column of the Artifice Talents table shows when you learn more melder talents of rank 1 or higher. Each of these talents must be from the clairsentient, metaphase, or psychogenic domains, and must be of a rank equal to or less than your maximum talent rank. For instance, when you reach 7th level in this class, you can learn one new rank 1 or rank 2 talent.

When you learn a new talent at 4th, 8th, 14th, and 20th level, those talents can be from any domain.

Whenever you gain a level in this class, you can replace one of the melder talents you know with another talent of your choice from the melder powers list. The new talent must be of a rank equal to or less than your maximum talent rank, and it must be a clairsentient, metaphase, or psychogenic talent, unless you're replacing the talent you gained at 4th, 8th, 14th, or 20th level.

***Channeling Ability.*** Intelligence is your channeling ability for your melder talents. You use your Intelligence whenever a talent refers to your channeling ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a melder talent you use and when making an attack roll with one.

**Channeling save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Channeling attack modifier** = your proficiency bonus + your Intelligence modifier

### ARTIFICE TALENTS

| Level | Prime Talents | Talents Known | Talent Points | Maximum Talent Rank |
|---|---|---|---|---|
| 3rd | 3 | 3 | 4 | 1 |
| 4th | 3 | 4 | 6 | 1 |
| 5th | 3 | 4 | 6 | 1 |
| 6th | 3 | 4 | 6 | 1 |
| 7th | 3 | 5 | 14 | 2 |
| 8th | 3 | 6 | 14 | 2 |
| 9th | 3 | 6 | 14 | 2 |
| 10th | 4 | 7 | 17 | 2 |
| 11th | 4 | 8 | 17 | 2 |
| 12th | 4 | 8 | 17 | 2 |
| 13th | 4 | 9 | 27 | 3 |
| 14th | 4 | 10 | 27 | 3 |
| 15th | 4 | 10 | 27 | 3 |
| 16th | 4 | 11 | 32 | 3 |
| 17th | 4 | 11 | 32 | 3 |
| 18th | 4 | 11 | 32 | 3 |
| 19th | 4 | 12 | 38 | 4 |
| 20th | 4 | 13 | 38 | 4 |

## GRAVITY DAMPENER

At 9th level, you are able to use your sorium implant to alter gravity's effects on you in minor ways. You may move through an additional 5 feet of difficult terrain without penalty. You also gain advantage on saving throws against being knocked prone and triggering pressure sensitive traps.

## ACTIVE CLOAKING

At 13th level, you can instinctively refract light and sound around your form. When you take the Hide action using your Cunning Action feature, you instead become invisible as if under the effects of the *obfuscate* talent. This effect lasts for 1 minute or until you lose your concentration (as if you were concentrating on an esper power). The effect also ends if you make an attack or use an esper power.

## REPROGRAMMED MODULE

When you reach 17th level, you can modify and increase the versatility of your device effects. You learn the *unravel effect* talent. This talent counts as an artifice talent for you and does not count toward your number of known talents.

In addition, you can choose two of your known talents and replace them with any other talent or technique from the powers list of any other class. These talents count as artifice talents for you. The power must be of a rank equal to or less than your maximum talent rank.

## WARRIOR

Maintaining her focus, the ashenforged sees the impending ambush from the two gangers closing in on her. In a single fluid motion, she draws her blades and spins gracefully, cutting the two punks down before they could draw their next breath.

A human mercenary readies his rifle as a hail of gunfire pelts into the conduit he's leaned against. He points out the enemy's location to his companions. Nodding in a silent countdown, his digital scope marks the target, signaling his squad to execute a coordinated attack.

Blocking a laser barrage with her energy shield, the valna guard focuses energy into her pistol before firing a stream of electricity into a mecharoid. The huge machine stumbles from the electrical jolt. Seizing on the opportunity, the valna's matokai companion charges forward, burying his axe deep into the robot's steel frame.

Durability and mastery of arms are the highlights of the warrior's abilities. While anyone can shoot a gun or swing a blade, only warriors can effectively practice the basics of all forms of combat. Their versatility and extensive training make them a force to be reckoned with in any confrontation.

### The Warrior

| Level | Proficiency Bonus | Features |
|---|---|---|
| 1st | +2 | Combat Style, Second Wind |
| 2nd | +2 | Action Surge (one use) |
| 3rd | +2 | Martial Archetype |
| 4th | +2 | Ability Score Improvement |
| 5th | +3 | Extra Attack |
| 6th | +3 | Ability Score Improvement |
| 7th | +3 | Martial Archetype Feature |
| 8th | +3 | Ability Score Improvement |
| 9th | +4 | Indomitable (one use) |
| 10th | +4 | Martial Archetype Feature |
| 11th | +4 | Extra Attack (2) |
| 12th | +4 | Ability Score Improvement |
| 13th | +5 | Indomitable (two uses) |
| 14th | +5 | Ability Score Improvement |
| 15th | +5 | Martial Archetype Feature |
| 16th | +5 | Ability Score Improvement |
| 17th | +6 | Action Surge (two uses), Indomitable (three uses) |
| 18th | +6 | Martial Archetype Feature |
| 19th | +6 | Ability Score Improvement |
| 20th | +6 | Extra Attack (3) |

### Ability Scores

Strength or Dexterity should be your primary ability score depending on your fighting style. In addition to these two, Constitution should also be your second or third highest ability score.

## Class Features

As a warrior, you have the following class features.

### Hit Points

**Hit Dice**: 1d10 per warrior level
**Hit Points at 1st Level:** 10 + your Constitution modifier
**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per warrior level after 1st

### Proficiencies

**Armor:** All armor, shields
**Weapons:** Simple weapons, martial weapons
**Tools:** None
**Saving Throws:** Strength, Constitution
**Skills:** Choose two skills from Acrobatics, Athletics, Insight, Intimidation, Lore, Perception, Persuasion, and Survival

### Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) heavy trooper armor or (b) armor jacket and an autopistol
(a) a martial weapon and shield or (b) two martial weapons
(a) a simple ranged weapon or (b) a simple melee weapon
(a) an explorer's pack

## Combat Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### Defense

While you are wearing armor, you gain a +1 bonus to AC.

### Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property to gain this benefit.

### Gunnery

When you are wielding a firearm with the recoil property, that firearm's recoil value is reduced by 1 (to a minimum of zero).

### Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield or a reach weapon.

### Range Deterrence

If a creature within 5 feet of you makes a ranged weapon attack, you can use your reaction to make an opportunity attack against that creature.

### Point Shooting

When making a ranged weapon attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll.

### Sharpshooting

You gain a +2 bonus to attack rolls you make with ranged weapons.

### Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### Zone Defender

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks

without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

## SECOND WIND

You have the ability to draw energy into yourself to regain stamina and recover from minor wounds. On your turn, you can use a bonus action to either regain hit points equal to 1d10 + your warrior level, or you may instead remove one point of exhaustion. Once you use this feature, you must finish a short or long rest before you can use it again.

## ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

## MARTIAL ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Paragon, Commando, Storm Guard, or Justicar, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

## INDOMITABLE

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

# MARTIAL ARCHETYPES

Warriors are well-rounded, but each one specializes in a different form of combat. The archetype you choose reflects the kind of warrior you are and how you view your art.

## PARAGON

The paragon is a master-of-arms who specializes on delivering deadly force with swift accuracy. Those who follow this path combine their abilities with rigorous training to deliver decisive blows to any adversary.

### IMBUED STRIKE

At 3rd level, you can channel esper energy into your attacks. As a bonus action on your turn, you may activate this feature to gain advantage on your attack rolls Until the end of your current turn, when you hit with your weapon attacks, you deal additional weapon damage equal to your Constitution modifier (minimum of 1). This feature has no effect on burst fire damage from ranged weapons.

You can use this feature three times, after which you can regain all of your uses when you complete a short or long rest. You gain an additional use of this feature at 10th level, and again at 18th level.

### ATHLETIC BOOST

At 7th level, you receive a boost to your physical prowess. You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

### ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

### RAPID STRIKE

Starting at 15th level, you learn to trade accuracy for swift strikes. When you take the Attack action on your turn, if you have advantage on a weapon attack against a target, you can forgo that advantage for that roll to instead make an additional weapon attack against the same target as part of the same action. You can use this feature only once per turn.

### SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left.

You don't gain this benefit if you have 0 hit points.

## COMMANDO

Experts in the field, commandos receive specialty training in both tactics and equipment and use them in combination to take down their opponents. Their versatility and know-how make them indispensible squadmates when the bullets start flying.

### TACTICAL TRAINING

At 3rd level, you receive additional training to compliment your abilities. Gain proficiency in one tool or vehicle, or in one of the following skills: Computers, Insight, Perception, Stealth, Survival, and Xenobiology.

### STUNTS

Beginning at 3rd level when you choose this archetype, you learn tactical maneuvers known as stunts. These stunts come with an effect powered by a special die called a stunt die.

***Stunt Dice.*** You have three stunt dice which are d8s. These dice may be assigned to your Combat Stunts (listed below). The dice must be assigned to your chosen stunt before use. You may assign more than one die to any stunt. Stunt dice may be reassigned at the end of a short or long rest.

A stunt die is expended as soon as the stunt it's assigned to is activated. You can only expend only one stunt die per activated stunt. Some stunts may require you to spend your reaction or bonus action to activate. You recover all of your stunt dice whenever you finish a short or long rest.

You gain another stunt die at 7th level, and again at 10th and 15th level.

***Saving Throws.*** Some stunts may require a saving throw from the chosen target. The saving throw is calculated as follows.

**Stunt save DC** = 8 + your proficiency bonus + your Constitution modifier

### DEMOLISHER

At 7th level, you become proficient in use of grenades and demolition tools.

### EXPANDED STUNTS

Beginning at 10th level, your stunt dice turn into d10s At 18th level, they turn into d12s. You also gain the following expanded stunts.

***Commanding Surge.*** You are able to call out tactics to your allies, allowing them to fight harder and faster When you use your Action Surge, instead of taking the additional action, you instead allow two of your allies to use their bonus action to make an additional attack.

***Courageous Wind.*** When you use your Second Wind feature, you may activate this technique within the same bonus action. Choose three companions within 30 feet of you that can see or hear you. Those allies gain hit points equal to the number rolled on the stunt die.

***Explosive Charge.*** You attach an explosive device to your target. At the start of its next turn, it takes fire damage equal to the stunt die and must succeed on a Constitution saving throw or become stunned until the end of your next turn.

## BOUNDLESS DETERMINATION

Starting at 15th level, when you roll initiative and have no stunt dice remaining, you regain the use of one of your assigned stunt dice.

## COMBAT STUNTS

The following stunts are available to the Commando.

***Counterstrike.*** When a creature misses you with a melee attack, you can use your reaction and make a melee attack against the target. On a hit, add the stunt die to the damage roll.

***Double Shot.*** When you hit a creature with a weapon attack, you can attempt to damage another nearby target. Choose another creature within 5 feet of the original target and within your weapon's range. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your stunt die. The damage is of the same type dealt by the original attack.

***Extra Drive.*** You give yourself a boost to your physical prowess. Add the stunt die to a single Strength or Dexterity based skill check.

***Flash Burst.*** Upon a successful hit from a melee or ranged attack, you can unleash a burst of energy upon the target. You add the stunt die to the attack's damage roll and the target must succeed on a Dexterity saving throw or become blinded until the end of its next turn.

***Guardian's Mark.*** You mark one creature within 5 feet of you that you can see. Until the end of your next turn, if the marked target makes a weapon attack against any other target except you, you can use your reaction to make a single melee weapon attack against the target, adding the stunt die to the attack roll.

***Parry.*** When you are hit with a weapon attack, you can use your reaction to add the number rolled on the stunt die to your AC for the incoming attack. If the attack still hits, you take half damage from it.

***Precision Strike.*** When you make a weapon attack roll against a creature, add the stunt die to the roll. You can use this stunt before or after making the attack roll, but before any effects of the attack are applied.

***Quick Jab.*** You can spend a bonus action to strike an enemy with an elbow, knee, or a gun or weapon handle. Make a melee attack roll with a melee weapon or improvised weapon against a creature within 5 feet of you that you can see. On a hit, the target takes the number rolled on the stunt die as bludgeoning damage and it can't make opportunity attacks until the end of its next turn.

***Return Fire.*** When a creature misses you with a ranged attack, you can use your reaction and make a single ranged weapon attack against the target, adding the stunt die to the attack roll.

***Shoving Attack.*** When you hit a creature with a melee weapon attack, add the stunt die to the damage roll. If the creature is Large size or smaller, they must succeed on a Strength saving throw or be pushed up to 10 feet away from you and knocked prone.

***Sure Footed.*** You can spend a bonus action to exert control over your own center of gravity. When you do so, add the stunt die to any Strength or Dexterity saving throw made against being forcibly pushed, pulled, knocked back or knocked down. This effect lasts until the end of your next turn.

***Targeted Drop.*** When you use a grenade or other demolitions device, you can add the stunt die to either your Strength (Athletics) check used to throw the grenade or your attack roll with a launcher.

***Team Strike.*** On a successful hit from one of your attacks, you can forgo dealing damage to set up an attack for a companion. Choose a friendly creature who can see and hear you. The creature can use its reaction to make one weapon attack, adding the stunt die to their attack roll.

***Tumbling Maneuver.*** When you move, you can roll the stunt die and add the number rolled to your AC until you stop moving.

## STORM GUARD

You are trained in the use of weapon attacks powered by a sorium implant. Storm Guards are often elite protectorates within the regional armies of the Silrayne Arc, such as the Order of Infinity. There are many, however, who choose to carve their own path.

### EXPERT TRAINING

When you choose this archetype at 3rd level, you gain proficiency in one skill of your choice between Astrophysics, Lore, Mechanics, and Xenobiology. You also gain proficiency in a tool of your choice.

### WEAPON LINK

Beginning at 3rd level, you gain the ability to channel the esper power generated from your implant directly into a chosen weapon. It takes one hour to forge a bond between your sorium implant and your weapon link which can be completed within a short rest. The weapon must be in your possession during the link.

Once you have formed the link, you can spend a bonus action to call the weapon from any location to appear directly into your hand.

You may have up to two weapon links, however only one can be summoned at a time. In order to link with a third weapon, you must first terminate the link with one of the other two weapons.

### WEAPON SURGE

At 3rd level, you can channel cosmic energies through your weapon link. When you use this feature, you learn two Weapon Surge options of your choice (see "Weapon Surge Effects" listed below).

Once per turn, when you hit with your weapon link using the Attack action, you can apply a Weapon Surge to that attack in addition to your normal damage. You can use this feature twice and you regain all uses when you complete a short or long rest.

You gain additional Weapon Surge options at 7th, 10th, and 15th level.

The effect lasts until the end of your next turn.

***Saving Throws.*** Some surge effects may require a saving throw from the chosen target. The saving throw is calculated as follows.

**Surge save DC** = 8 + your proficiency bonus + your Constitution modifier

### RESIDUAL SURGE

At 7th level, whenever you use your Surge Effect feature, until the end of your next turn, you can change the damage type of your weapon link to match the damage type of the Surge Effect. For example, if you use the Fire Burst effect as your Surge Effect option, your weapon link deals fire damage instead of its normal damage type until the end of your next turn.

The effect is reflected in the appearance of a melee weapon while altering the appearance of ammunition in a ranged weapon.

In addition, when you use this feature, your weapon link is considered to be forge-enhanced for the purposes of overcoming resistances and immunity to mundane damage until the effect ends.

### PRECISION STRIKE

At 10th level, when you miss with a weapon attack made with your weapon link, you can use your Surge Effect feature to reroll the attack roll. If the attack hits, resolve the Surge Effect normally. If the attack misses, you still lose one of the uses of your Weapon Surge.

### BOUNDLESS SURGE

Starting at 15th level, when you roll initiative and have no Weapon Surges remaining, you regain one use of your Weapon Surge.

### ENERGY AFFINITY

Starting at 18th level, whenever you use your Residual Surge feature, you also gain resistance to damage type associated with your weapon link.

### SURGE EFFECTS

Different effects are produced when the Energy Surge power is used varying by damage type. The effects are listed below in alphabetical order.

***Acid Ring.*** The target and three creatures of your choice within 10 feet of the target must succeed on a Dexterity saving throw, taking 2d6 acid damage on a failed save and half as much on a successful one. In addition, on a failed save, the next attack on the target is made with advantage to the roll.

The acid damage increases to 4d6 at 18th level.

***Disruption Strike:*** The target takes an additional 1d6 necrotic damage and must make a Constitution saving throw. On a failed save, the target takes another 1d6 necrotic damage and cannot regain any hit points until the end of its next turn.

At 18th level, the necrotic damage and the necrotic damage on a failed save both increase to 2d6.

***Flame Burst.*** The target takes an additional 2d6 fire damage and three creatures of your choice within 10 feet of the target must succeed on a Dexterity saving throw or take 2d6 fire damage.

At 18th level, the fire damage increases to 4d6.

***Force Drive:*** The target takes an additional 2d6 force damage. and must succeed on a Constitution saving throw or be pushed up to 15 feet and knocked prone.

At 18th level, the force damage increases to 4d6.

***Frost Strike.*** The target takes an additional 2d6 cold damage and its speed is reduced by 10 feet. At the beginning of each of its turns, it must succeed on a Constitution saving throw or suffer an additional 1d6 cold damage. The effect ends on a successful save.

At 18th level, the cold damage increases to 4d6 and the cold damage on the following turns increases to 2d6.

***Lightning Shock:*** The target takes an additional 1d6 lightning damage and cannot take any reactions until the end of its next turn.

At 18th level, the lightning damage increases to 2d6.

***Radiant Flare:*** The target takes an additional 2d6 radiant damage and must succeed on a Wisdom saving throw or become blinded until the end of its next turn.

At 18th level, the radiant damage increases to 4d6.

## JUSTICAR

A perfect fusion of power and focus, justicars blend the use of esper talents into their arsenal of battle tactics. Their talents are concentrated toward control over force of motion and mastery of the elements. This focused assortment of talents, grants them mastery over the field while having the ability to unleash devastating energies against multiple foes. The few who aim to become justicars do so with rigid training and mastery of self, which often carries with it a sense of honor and virtue.

### ESPER TALENTS

Beginning at 3rd level when you choose this archetype, you gain the ability to use talents from the melder powers list. See chapter 11 for rules on esper powers and the melder powers list.

***Prime Talents.*** You learn three prime talents of your choice from the melder powers list. You learn an additional prime talent at 10th level.

***Talent Points.*** The Justicar Talents table shows shows the number of talent points you have to use on your esper talents. These points represent the amount of personal energy that must be channeled into the talent in order to produce the desired effect. Once your pool of talent points is depleted, all of your energy is spent. Your regain all of your points once you finish a long rest.

Each talent has a rank and a point cost associated with it. If you do not have enough points to cover the cost, you can't use the talent. You can only learn and use talents up to a certain rank depending on your level. These are shown in the Maximum Talent Rank column.

### JUSTICAR TALENTS

| Level | Prime Talents | Talents Known | Talent Points | Maximum Talent Rank |
|---|---|---|---|---|
| 3rd | 3 | 3 | 4 | 1 |
| 4th | 3 | 4 | 6 | 1 |
| 5th | 3 | 4 | 6 | 1 |
| 6th | 3 | 4 | 6 | 1 |
| 7th | 3 | 5 | 14 | 2 |
| 8th | 3 | 6 | 14 | 2 |
| 9th | 3 | 6 | 14 | 2 |
| 10th | 4 | 7 | 17 | 2 |
| 11th | 4 | 8 | 17 | 2 |
| 12th | 4 | 8 | 17 | 2 |
| 13th | 4 | 9 | 27 | 3 |
| 14th | 4 | 10 | 27 | 3 |
| 15th | 4 | 10 | 27 | 3 |
| 16th | 4 | 11 | 32 | 3 |
| 17th | 4 | 11 | 32 | 3 |
| 18th | 4 | 11 | 32 | 3 |
| 19th | 4 | 12 | 38 | 4 |
| 20th | 4 | 13 | 38 | 4 |

***Talents Known of Rank 1 and Higher.*** You know three rank 1 melder talents of your choice. Two of them must be from the elemental and kinesis domains.

The Talents Known column of the Justicar Talents table shows when you learn more melder talents of rank 1 or higher. Each of these talents must be from the elemental and kinesis domains, and must be of a rank equal to or less than your maximum talent rank. For instance, when you reach 7th level in this class, you can learn one new rank 1 or rank 2 talent.

When you learn a new talent at 8th, 14th, and 20th level, those talents can be from any domain.

Whenever you gain a level in this class, you can replace one of the melder talents you know with another talent of your choice from the melder powers list. The new talent must be of a rank equal to or less than your maximum talent rank, and it must be an elemental or kinesis talent, unless you're replacing the talent you gained at 8th, 14th, or 20th level.

***Channeling Ability.*** Intelligence is your channeling ability for your melder talents. You use your Intelligence whenever a talent refers to your channeling ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a melder talent you use and when making an attack roll with one.

**Channeling save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Channeling attack modifier** = your proficiency bonus + your Intelligence modifier

### Bonded Armor

At 3rd level, you learn a rare practice that allows you to form a bond between yourself and your armor. The armor must be within your reach throughout the procedure, at the conclusion of which the bond is completed and the armor is stored in an extradimensional space.

Once you have formed the link, you can spend a bonus action to call your bonded armor to appear directly onto your body. If the armor has a Strength requirement for heavy armor, your speed is not reduced. Your bonded armor is considered to be forge enhanced for the purposes of resisting effects from esper powers.

You can adapt one forge enhanced armor to be your bonded armor by performing the same procedure unless it's core-bonded. The armor ceases being your bonded armor if you die, if you perform the 1-hour procedure on a different armor, or if you use the same 1-hour procedure to break your bond to it. The armor appears at your feet if it is in the extradimensional space when the bond breaks.

You may have only one bonded armor at a time. In order to link with another suit of armor, you must first terminate the link with your current one.

### Kinetic Guard

Beginning at 7th level, you can use your powers to defend yourself or nearby allies from incoming attacks. If you or a creature you can see within 10 feet of you is hit by an attack, you can use your reaction to roll 1d8, adding the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance to the damage from that attack.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all uses after you finish a long rest.

### Weakening Strike

Starting at 10th level, when you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a talent you use before the end of your next turn.

### Cosmic Surge

At 15th level, when you use your Action Surge, you also recover a number of talent points equal to twice your Intelligence modifier.

### Reactive Guard

At 18th level, you can imbue your kinetic guard with reactive energy. When you use your Kinetic Guard feature, choose up to three creatures within 30 feet of the target. Those creatures must make a Dexterity saving throw versus your channeling save DC, taking 4d8 force damage on a failed save, or half as much on a successful one.

## THE X-MARK LEGACY

*by Rich Lescouflair*

You know, this all happened so fast, most of us can't even keep up anymore. About 150 years ago, some eggheads at the academy discovered an energy emission that even they couldn't make heads or tails of. So, some of our taxpayers' money went into floating a probe out to the source... somewhere in deep space.

A few months later, they found it. It was some kind of structure, about the size of an asteroid, with tons of parts that moved on their own all made of some sort of metallic substance that blew everything we knew out of the water. One thing we did know – it generated power. Even when we don't understand something, it's in our nature to give it a name. The scientists called it XM-856C based on some kind of technical whatever. We nicknamed it the X-Mark, cuz, well... that's in our nature too.

For 10 years, our governments studied the X-Mark, trying to desperately find a way to harness this energy and figure out what makes it tick. You see, our own advancements began to outlive our resources. Since the one thing that never evolved were our petty differences, we were unable to find any common ground on how to fix it. With our world slowly dying out, this was the first time our people discovered something that was bigger than all of our little BS issues combined. Little did we know, things were about to start moving much... much faster.

When the first belare cruiser arrived, we did exactly what you'd expect. We panicked and "retaliated" against an invasion, even though there wasn't one. Even if the belare were hostile, we would have had no chance. After the initial shock of it all, and learning to communicate with them, that's when they told us that they came here using the energy from the X-Mark. They didn't call it that, though, or even use some scientific jargon. They just called it a Crucible. Apparently there's more than just one. We kept our nickname though. Hey, that's just us.

They did find some value in us, though. The belare were scholars and scientists too – go figure. And apparently, we had advancements they didn't. Personally, intergalactic travel trumped whatever the hell we had, but I'm not gonna argue. They took a few of us to their piece of the universe, and that's how it all got started. We met the Magnate, and even some of the lords and nobles or whatever you guys call them from their planet. Worlds away from home and the first alien culture we meet follows a standard we left behind centuries ago. Typical.

Anyway, we joined the Sorium Accord, exchanging our knowledge for renewed resources and energy; all harnessed out of these X-Marks... Crucibles... whatever. It's been a few decades, but now, here we are. And here I am, second generation of these Infinity Knights. The name is corny, but man, this tech is so sweet... ah yeah, I forgot. To you guys, it's supernatural stuff. Do you really believe in all that spirit jargon the dendus keep spouting? Hey, buddy... um.. you don't even understand what I'm saying, do you?

***—Daago Garvey, Human warrior on his first flight mission—1254 AB.***

# 4. PERSONALITY AND BACKGROUND

BEYOND A DEFINED RACE AND CLASS, A CHARACTER IS ALSO a unique individual with thoughts, beliefs, interests, and goals. Each one has an origin that shaped who they are and where they came from. In this chapter, you will choose what type of person your character is, as well as their physical description and personal details.

## CHARACTER DETAILS

You may wish to flesh out your name and physical description. These basic things allow you to give other players an idea of what your character looks like and make for smoother interactions in play.

### NAME

With such a vast universe of cultures and societies, you can easily choose any name without coming into conflict with your origin.

### GENDER

You may choose any gender for your character without gaining any special benefits or hindrances. Keep your character's race in mind when considering how the different genders interact with one another while noting that there are differences in each species' cultures and subcultures.

Regardless of your race or origin, you should never feel bound by any particular concept or definition of gender or sexual orientation. Some eldori can view their given characteristics as balanced parts of a greater whole, while an ashenforged may not even make note of any such variance other than appearance. In the vastness of the galaxy, these viewpoints could be easily switched or taken as something completely different. The choice is always up to you.

### HEIGHT AND WEIGHT

You may choose your character's height and weight using the guidelines provided in the table below. Consider each of your ability scores when determining this. A character with a higher Strength score may be taller or stockier, while a weaker character may be thinner.

You may also use the table to determine your height and weight randomly. Start with the base height. Roll the dice in the Height Modifier column and add the total to the base height as represented in inches. Take that same total from the dice roll and multiply it by the total rolled from the dice in the Weight Modifier column. This total should be added to the base weight to determine the character's total weight in pounds.

### RANDOM HEIGHT AND WEIGHT

| Race | Base Height | Height Modifier | Base Weight | Weight Modifier |
|---|---|---|---|---|
| Ashenforged | 5'8" | +2d6 | 150 lb. | x (2d6) lb. |
| Belare | 6'10" | +2d10 | 220 lb. | x (2d6) lb. |
| Dendus | 4'5" | +2d6 | 80 lb. | x (1d6) lb. |
| Eldori | 4'8" | +2d10 | 90 lb. | x (1d4) lb. |
| Human | 4'8" | +2d10 | 110 lb. | x (2d4) lb. |
| Kesh | 4'4" | +2d10 | 100 lb. | x (1d6) lb. |
| Matokai | 4'8" | +3d10 | 130 lb. | x (2d6) lb. |
| Promethean | 5'2" | +2d6 | 90 lb. | x (2d6) lb. |
| Valna | 4'10" | +2d10 | 110 lb. | x (2d6) lb. |

### ADDITIONAL CHARACTERISTICS

You may choose your character's hair, eye color, and age while considering the guidelines detailed in your character's race. In addition, consider giving your character a unique detail or characteristic that sets them apart from others from the same race or culture.

### ALIGNMENT

A typical creature in the game world has an alignment, which broadly describes its moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

**Lawful good** (LG) creatures can be counted on to do the right thing as expected by society.

**Neutral good** (NG) folk do the best they can to help others according to their needs.

**Chaotic good** (CG) creatures act as their conscience directs, with little regard for what others expect.

**Lawful neutral** (LN) individuals act in accordance with law, tradition, or personal codes.

**Neutral** (N) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time.

**Chaotic neutral** (CN) creatures follow their whims, holding their personal freedom above all else.

**Lawful evil** (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order.

**Neutral evil** (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms.

**Chaotic evil** (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust.

### ALIGNMENT IN THE UNIVERSE

For many intelligent creatures, alignment is a moral choice. The civilized peoples of the Silrayne Arc can choose whether to follow the paths of good or evil, law or chaos. These choices are more often than not rooted in the culture, practices and beliefs of their society. Those aspects, however, are directly affected by an individual's life choices and experiences.

Some creatures are inherently good or evil as an essential part of their nature or origin. The alignment of these creatures may be an integral part of their very existence. Others might have their alignment chosen for them, such as a programmed intelligence or those linked to a hive mind.

Most creatures that lack the capacity for rational thought do not have alignments—they are **unaligned**. Such a creature is incapable of making a moral or ethical choice and acts according to its bestial nature. Sharks are savage predators, for example, but they are not evil; they have no alignment.

## LANGUAGES

Your race indicates the languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign. With your GM's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as Shadownet Encryption or the Crucible code of the dendus technicians.

Some of these languages are actually families of languages with many dialects. Creatures that speak different dialects of the same language can communicate with one another.

### STANDARD LANGUAGES

| Language | Typical Speakers |
|---|---|
| Common | All Sorium Accord races |
| Dendusi | Dendus and Ashenforged |
| Keshian | Kesh |
| Matokai | Matokai |
| Nesieve | Eldori and Lorendi |
| Terran | Humans and Prometheans |
| Valna | Valna |
| Zalpheed | Zalpheed |
| Zekish | Zek |

### EXOTIC LANGUAGES

| Language | Typical Speakers |
|---|---|
| ALOMU | Computers and Automatons |
| Alphaline | Machina |
| Bahtera | Bahtera and Matokai |
| Drake | Drakes |
| Lingo | Outer Zone inhabitants and traders |
| Protean | Belare and Velbast |
| Skrolath | Underworld/Shadow Technocracy |
| Umbriss | Netherants |

## PERSONAL CHARACTERISTICS

Every character has their mannerisms, likes and dislikes, beliefs, and motivations that give them a unique and well structured personality. There are four characteristics provided in the backgrounds section of this chapter: personality traits, ideals, bonds, and flaws. In addition to these, think about other aspects of your character such as the way they speak or what their favorite things are compared to their biggest vices.

The suggested characteristics provided in the upcoming backgrounds are merely guidelines which you may make use of however you see fit to define your character's identity.

### PERSONALITY TRAITS

Choose one or two personality traits for your character. These are useful in setting your character apart from everyone else and allows them to stand out in certain situations. If you decide not to use the suggestions provided in the backgrounds, choose aspects for your character that are interesting and fun, allowing your uniqueness to shine through.

Keep important things in mind like your place of origin, your race, and your ability scores when choosing personality traits.

### IDEALS

An ideal is a concept that drives your character in purpose and focus. They are the things that you believe in most strongly and sets the foundation for your moral values and ethical boundaries. An ideal can easily define your core system of beliefs, as well as the goals you set for yourself.

Since many ideals point to a moral concept, keep your character's alignment in mind when selecting one. Each ideal has a suggested corresponding alignment listed.

### BONDS

Create or choose a bond for your character. A bond defines your direct connection to the universe and the setting. They are people, places, or events that have greatly influenced your life, possibly defining many of your future goals and motivations.

You bond might be tied to your class, race, or any aspect of your personality. It could define the thing in which you care about most in the universe, issues you may need to resolve, or past events which may affect your future.

### Flaws

Choose a flaw for your character. A flaw represents a weakness, personal vice, or compulsion that could cause trouble for you if exploited or may lead you to act against your own best interests. An interesting, well-defined flaw can also force you into bringing out the best in your character's personality.

## Inspiration

Inspiration is a rule the game master can use to reward you for playing your character in a way that's true to his or her personality traits, ideal, bond, and flaw. By using inspiration, you can draw on your personality trait of compassion for the downtrodden to give you an edge in negotiating with the homeless people residing in the city's underbelly. Or inspiration can let you call on your bond to the defense of your homeworld to push past the effect of a grievous injury.

### Gaining Inspiration

Your GM can choose to give you inspiration for a variety of reasons. Typically, GMs award it when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. Your GM will tell you how you can earn inspiration in the game.

You either have inspiration or you don't—you can't stockpile multiple "inspirations" for later use.

### Using Inspiration

If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll.

Additionally, if you have inspiration, you can reward another player for good roleplaying, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.

## Backgrounds

Every story has a beginning. Every person comes from somewhere and has things in their past that either come directly into light or demand constant effort to keep in the shadows. Your character's background reveals where you came from, how you became who you are today, and how you see your place in the world. Your warrior might have been a courageous pilot or a grizzled soldier. Your melder could have been a scholar or an investigator. Your specialist might have gotten by as a drifter or gained fame as a celebrity.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? What happened in your background when you became an esper? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

The sample backgrounds presented here provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

### Proficiencies

Each background gives a character proficiency in two skills (described in chapter 7, "Using Ability Scores").

In addition, most backgrounds give a character proficiency with one or more tools (detailed in chapter 5, "Equipment").

If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

### Languages

Some backgrounds also allow characters to learn additional languages beyond those given by race. See the Languages section earlier in this chapter.

### Equipment

Each background provides a package of starting equipment. If you use the optional rule to spend coin on gear, you do not receive the starting equipment from your background (the optional rule can be found in chapter 5, "Equipment").

### Suggested Characteristics

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

### Customizing a Background

You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in the equipment section. (If you spend coin, you can't also take the equipment package suggested for your class.) Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your GM to create one.

## CELEBRITY

You are famous. Everyone on the SIM knows your name and what you do. You have a knack for attracting public attention and know how to work a crowd. Most of your life has been spent in the limelight, whether you liked it or not.

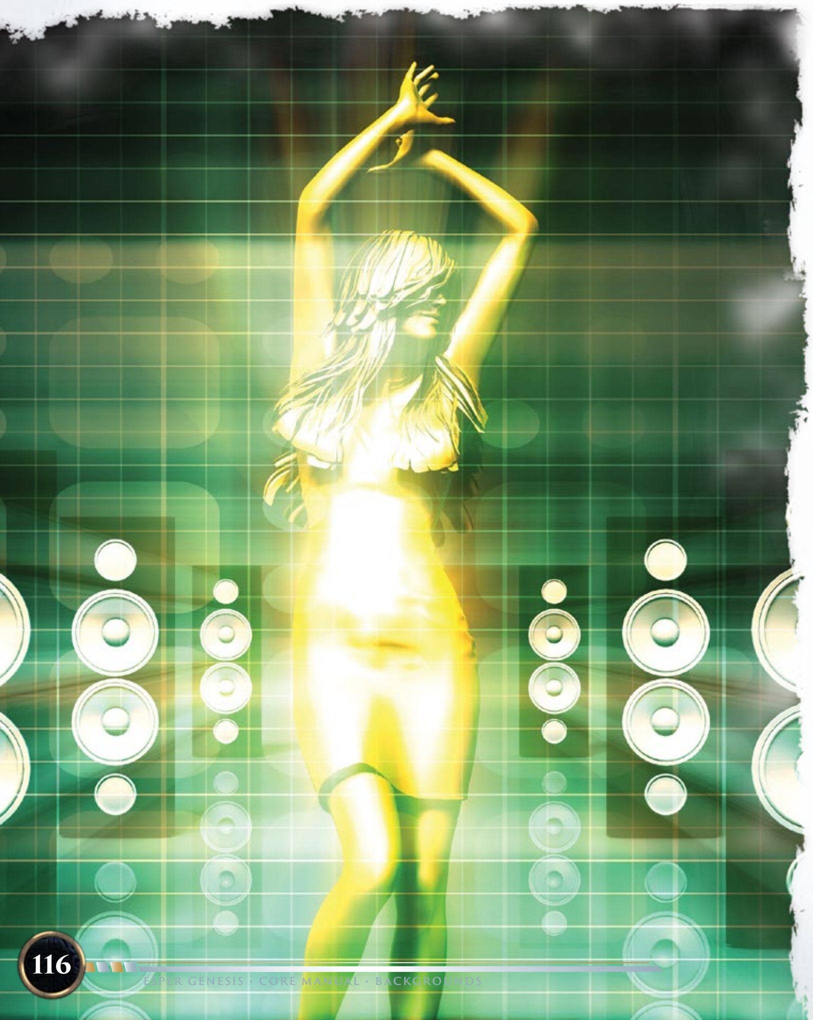
**Skill Proficiencies:** Insight, Performance
**Tool Proficiencies:** Disguise kit, one type of musical instrument or gaming set
**Languages:** One of your choice.
**Equipment:** Fancy outfit, recording unit, SIM Unit, 200 cubil

### FEATURE: "HEY, ISN'T THAT...."

You are often recognized by the public no matter where you are in the galaxy. Where it can sometimes be a chore, it also has its perks. So long as you stick to your skit, you gain favor quickly in a crowd, often gaining you advantage on Charisma checks with the locals, up to the GM's discretion. You can also use your clout sometimes to get discounts on goods and services, so long as it's not in excess. Fans are fickle, you know.

### SUGGESTED CHARACTERISTICS

Celebrities are often able to captivate an audience, so they tend to have flamboyant or forceful personalities. They tend to have high-minded ideals toward the practice of art and the appreciation of beauty. They are often skilled at masking their emotions whenever they are in the spotlight.



| d8 | Personality Trait |
|---|---|
| 1 | I have a list of one–liners ready anytime I'm in the spotlight or on camera. |
| 2 | Whenever I get to a new place, I collect local rumors and spread gossip. |
| 3 | I'm a hopeless romantic, always searching for that "special someone". |
| 4 | Nobody stays angry at me or around me for long, since I can defuse any amount of tension. |
| 5 | I love a good insult, even one directed at me. |
| 6 | I get bitter if I'm not the center of attention. |
| 7 | I'll settle for nothing less than perfection. |
| 8 | I change my mood or my mind as quickly as I change key in a song. |

| d6 | Ideal |
|---|---|
| 1 | **Beauty.** When I perform my art, I make the universe a little brighter. (Good) |
| 2 | **Tradition.** The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful) |
| 3 | **Creativity.** The world is in need of new ideas and bold action. (Chaotic) |
| 4 | **Greed.** I'm only in it for the money and fame. (Evil) |
| 5 | **People.** I like seeing the smiles on people's faces when I perform. That's all that matters. (Neutral) |
| 6 | **Honesty.** Art should reflect the soul; it should come from within and reveal who we really are. (Any) |

| d6 | Bond |
|---|---|
| 1 | My instrument is my most treasured possession, and it reminds me of someone I love. |
| 2 | I want to regain all the fame I used to have. |
| 3 | I want to be famous. I will keep striving until I get there. |
| 4 | I have a celebrity idol that I'm always measuring myself against. |
| 5 | I will do anything to prove myself superior to my hated rival. |
| 6 | I would do anything for the other members of my group/band. |

| d6 | Flaw |
|---|---|
| 1 | I'll do anything to win fame and renown. |
| 2 | I'm a sucker for a pretty face or a cute smile. |
| 3 | A scandal prevents me from ever going home again. That kind of trouble seems to follow me around. |
| 4 | I always assume people are nice to me simply because of my fame and status. |
| 5 | I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble. |
| 6 | Despite my best efforts, I am unreliable to my friends. |

## CRAFTER

You are an artisan and excel at both practicing and selling your craft. You are part of some inner circles depending on your profession. Gunsmiths, tailors, chefs, and mechanics all fall under your list of contacts in a major or minor way, as trade across the galaxy requires both know-how and know-who's.

**Skill Proficiencies:** Insight, Persuasion
**Tool Proficiencies:** An artisan tool of your choice, Vehicles (Planetary)
**Languages:** One of your choice.
**Equipment:** Your choice of one set of artisan's tools, basic clothes, PSD, 180 cubil.

### FEATURE: VENDOR

As a member of the trading community, your goods and craft are registered on the SIM and local planetary networks. In many locations across the galaxy, you know what costs what and are good at not getting stiffed on goods, food, or lodgings. You can sometimes trade your own craft in exchange for others, as well as find people willing to work for you in exchange for trade or training.

### SUGGESTED CHARACTERISTICS

Crafters seem just as down to earth and ordinary as any other working person in the entire galaxy, though very few share the same habits and hobbies in their off-time. They often take pride in their work and know the value of good business and community. They are, however susceptible to greed and the alluring promises of unscrupulous megacorporations.

| d8 | Personality Trait |
|---|---|
| 1 | I am a perfectionist, believing that anything worth doing should be done the right way. |
| 2 | I can be fairly critical of someone who can't appreciate fine craftsmanship. |
| 3 | I always want to know how things work and what makes people tick. |
| 4 | I like to talk at length about my profession. |
| 5 | I love a good insult, even one directed at me. |
| 6 | I get bitter if I'm not the center of attention. |
| 7 | I don't part with my money easily and will haggle tirelessly to get the best deal possible. |
| 8 | My mood is unpredictable, changing quickly and often.. |

| d6 | Ideal |
|---|---|
| 1 | **Generosity.** My skills are best used to make the world a better place. (Good) |
| 2 | **Teamwork.** It is important that people bring their talents together for the benefit and advancement of their community. (Lawful) |
| 3 | **Freedom.** Everyone should be free to use their talents however they choose. (Chaotic) |
| 4 | **Greed.** I'm only in it for the money. (Evil) |
| 5 | **People.** My life and those closest to me are all that truly matter. Everything else is optional. (Neutral) |
| 6 | **Pride.** You should always strive to be the very best at what you do. (Any) |

| d6 | Bond |
|---|---|
| 1 | My job/profession is the most important thing in my life. |
| 2 | My greatest creation was wasted on the undeserving. I will not stop until I create something even greater. |
| 3 | I lost my mentor to tragedy and wish to honor them by taking on their mantle. |
| 4 | I was tricked into creating something that fell into malicious hands. I wish to atone for my foolishness. |
| 5 | I was socially cast out by others in my profession, but one day I will be back and clear my name. |
| 6 | Everything I create is in the name of someone that I love. |

| d6 | Flaw |
|---|---|
| 1 | I'll do anything to get my hands on rare or priceless material. |
| 2 | I often think someone is trying to cheat or deceive me. |
| 3 | I must never let anyone know the truth behind the biggest mistake of my career. |
| 4 | I never have enough. I always need more. |
| 5 | I would do anything to be the head of a powerful corporation. |
| 6 | I never give credit to those whose skills rival my own. I must always prove myself to be the best. |

# DRIFTER

You are used to hearing the phrase, "You're not from around here, are you?" The truth is, you aren't. You're from nowhere. You've spent most of your life wandering from planet to planet, earning your keep when need be and moving on when it's time. You have your reasons. Maybe you were forced to leave. Maybe you just wanted to go. You keep moving, but always plan to stop someday... maybe...

**Skill Proficiencies:** Perception, Survival
**Tool Proficiencies:** One instrument or gaming set of your choice. One vehicle proficiency of your choice.
**Languages:** One of your choice.
**Equipment:** Traveler's outfit, musical instrument or gaming set of your choice, electronic journal, trinket from a backwater planet, SIM Unit, 150 cubil.

## ORIGIN

Though you've been to a lot of places, everyone comes from somewhere. Consider who you were before you left all that time ago. You should also consider all the planets, starbases and space stations you've wandered through in your day and what you did to keep yourself warm and fed during those days.

| d10 | Origin | d10 | Origin |
|---|---|---|---|
| 1 | Courier | 5 | Space Miner |
| 2 | Bounty Hunter | 6 | Mercenary |
| 3 | Guide | 7 | Vagrant |
| 4 | Nomad | 8 | Transporter |

## FEATURE: EXPLORER

You've been to many different worlds from the backwater to the megacities. You have a general sense of direction and can usually recall the layout of any wilderness or urban terrain. You can always manage to scrounge up some food and some makeshift shelter for you and a few of your companions.

## SUGGESTED CHARACTERISTICS

Not used to being anywhere for any lengthy period of time, Drifters do not keep many attachments, and are often viewed as little more than a friendly stranger in each place they visit. Though they tend to keep others are arm's length, they are always bound to run into people or places that remind them of where they came from, or the few places where they were made to feel at home before moving on.

| d8 | Personality Trait |
|---|---|
| 1 | I'm driven to wander because I have nowhere to belong. |
| 2 | I lived a sheltered life and am desperate to see what the galaxy has to offer. |
| 3 | I have a story for every situation, taken from my many travels. |
| 4 | I treat my companions as if they were my little siblings. |
| 5 | I care little for excessive wealth. It will not bring you true happiness in the end. |
| 6 | I love blending in with a crowd because it prevents me from having to open up one on one. |
| 7 | I pick up worthless trinkets from places I visit, often losing them and replacing them with others. |
| 8 | I lose patience with self-important people who think they are any different than anyone else. |

| d6 | Ideal |
|---|---|
| 1 | **Greater Good.** It is the responsibility of individuals to work for the betterment of all. (Good) |
| 2 | **Honor.** By dishonoring myself, I dishonor my friends and companions. (Lawful) |
| 3 | **Change.** Times change. Things change. And so do we all. (Chaotic) |
| 4 | **Might.** Only the strongest come out on top. (Evil) |
| 5 | **Eternity.** No matter what we do, life and the universe will go on without us. (Neutral) |
| 6 | **Glory.** I must claim honor and respect for my name and those of my homeland. (Any) |

| d6 | Bond |
|---|---|
| 1 | My family and homeland are the most important things to me, even if I am far away from them. |
| 2 | I will bring terrible wrath to those who destroyed my homeland. |
| 3 | I brought shame to my people and will reclaim my place among them someday. |
| 4 | I am the last of my people, and it is up to me to make sure they are never forgotten. |
| 5 | I suffer from visions of a coming disaster and must do whatever it takes to prevent it. |
| 6 | I have been sent away from my home to fulfill a promise I do not know I can keep. |

| d6 | Flaw |
|---|---|
| 1 | I am enamored with alcohol and other addictive pleasures. |
| 2 | There is no room for caution in a life lived to the fullest. |
| 3 | I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me. |
| 4 | I am slow to trust members of other races or societies. |
| 5 | I have little control over my temper sometimes. |
| 6 | I hold little respect for the customs and practices of others, often to the point of rudeness. |

## MEDIA INVESTIGATOR

You've made your career out of getting the latest scoop, piece of gossip, or finding just the right contact to get you hard evidence on a story. You may be doing it because you like it, or perhaps it's the only thing you're good at. Or maybe you're looking for that really big story, the one that'll either set you up for life or prove whatever you believed all along was actually true.

**Skill Proficiencies:** Computers, Investigation
**Tool Proficiencies:** Disguise Kit, Media Kit
**Equipment:** Fancy clothing, Recording Unit, SIM Unit, 150 cubil.

### FEATURE: MEDIA CONTACTS

Information is the currency of your trade, and you have a network of resources and contacts that you use to find out something new and verify what you know. Whenever you need to find information or the latest rumors on a particular person, place, or event, you know who to talk to and may even get some bonus information not normally obtainable.

### SUGGESTED CHARACTERISTICS

To a media investigator, there's nothing more important than the scoop. Many investigators feel the weight and responsibility of delivering the truth, or at least their view of it, to the rest of the galaxy. This sometimes causes them to have a cynical view of people, as sometimes even the simplest of truths can be made hard to uncover. There are also unfortunately those who have fallen down the slope of peddling opinions over actual facts.

| d8 | Personality Trait |
|---|---|
| 1 | I need to know everything about anyone I meet. |
| 2 | I run towards danger if it can get me a story. |
| 3 | Whenever I'm somewhere new, I try to dig up the best rumors from the locals. |
| 4 | I am very private about myself. I know the cost of putting your business out in the public eye. |
| 5 | I am not easily intimidated by anyone. |
| 6 | I like to be, or at least be with, the smartest person in the room. |
| 7 | I share my cynical point of view in most conversations. |
| 8 | I find that flattery often wins over insults when dealing with a confrontation. |

| d6 | Ideal |
|---|---|
| 1 | **Business.** Everyone can go about their business so long as it doesn't affect me. (Neutral) |
| 2 | **Noble Cause.** Truth and justice are the foundations of a good community. (Good) |
| 3 | **Professional.** I take pride in my work and refuse to have it corrupted with dishonesty. (Lawful) |
| 4 | **Manipulation.** The only truth is the one which has the greatest influence. (Evil) |
| 5 | **Freedom.** Free speech and freedom of information surpasses any established regulation. (Chaotic) |
| 6 | **Responsibility.** It is my responsibility to keep all those within my circle of influence informed and educated. (Any) |

| d6 | Bond |
|---|---|
| 1 | I'm hiding a secret that could topple governments if I'm found out. |
| 2 | I lost someone I loved due to mysterious circumstances. I will not stop until I find the truth. |
| 3 | Everything I do is to honor an idol or icon in my profession who came before me. |
| 4 | I have a rival who will stop at nothing to ruin my credibility. |
| 5 | My friends and allies are the only things more important to me than the story. |
| 6 | My selfish actions have ruined the lives of many. Everything I do from now on is to redeem myself. |

| d6 | Flaw |
|---|---|
| 1 | I often assume that I know more about a situation than others. |
| 2 | I often speak to people as if they are children that need to be educated. |
| 3 | I have trouble determining the line that goes too far with people's privacy. |
| 4 | I'm quick to assume people are lying to me. |
| 5 | I have no problem making money off of the misery of others. |
| 6 | I will do anything to protect my reputation. Anything. |

## Outlaw

You've run afoul of the law at least once or twice and it's given you a different perspective and maybe a bit more experience than you asked for. You've made contacts in the criminal underworld and can often sniff out the bad seed in the bunch.

**Skill Proficiencies:** Deception, Stealth
**Tool Proficiencies:** Either a disguise kit or forgery kit (choose one), Infiltration tools, gaming set of your choice.
**Equipment:** basic clothes, hooded jacket or overcoat, combat knife, 150 cubil

### Feature: Underworld Connection

You have a contact that operates both across the expanse and in the Shadownet. They can give you the lowdown on any of the underworld connections, corrupt politicians, and shady merchants that can give you some info or pass along a message for you without alerting the law.

### Suggested Characteristics

An outlaw is often seen as a villain, but to some they can be a hero. Deep down inside, they could be either one, or even both. Either way, they often hold some redeeming characteristics. They rarely, however, show any respect for authority or the law.

| d8 | Personality Trait |
|---|---|
| 1 | I always have a Plan B. |
| 2 | I always keep my cool, no matter how dire the situation. |
| 3 | The first thing I do in a new place is take a note of anything nearby that could be considered valuable, or where the valuables could be hidden. |
| 4 | I would rather make new allies than new enemies. |
| 5 | I'm very slow to trust. Those who seem completely honest usually have the most to hide. |
| 6 | I don't usually heed the risks in any scenario. Never tell me the odds. |
| 7 | If you tell me I can't do something, my usual response is something close to "Here, hold my drink." |
| 8 | I blow up at whoever insults my skills. |

| d6 | Ideal |
|---|---|
| 1 | **Charity.** I steal from the wealthy to help out those in dire need. (Good) |
| 2 | **Honor.** I never steal from others in my trade. Honor amongst thieves. (Lawful) |
| 3 | **Freedom.** We are not built to be held down by anything or anyone. (Chaotic) |
| 4 | **Greed.** I will do whatever it takes to get rich. (Evil) |
| 5 | **People.** I'm loyal to my friends and could care less about anyone else. (Neutral) |
| 6 | **Redemption.** Everyone deserves another chance to climb out of the darkness. (Any) |

| d6 | Bond |
|---|---|
| 1 | I need to pay off an old debt owed to a powerful figure or organization. |
| 2 | I break the law to support my family. |
| 3 | Something very important to me was stolen and I intend to get it back. |
| 4 | I'm guilty of a terrible crime for which I must seek redemption. |
| 5 | I intend to become the most infamous outlaw in the galaxy. |
| 6 | I inadvertently caused the death of someone I loved. I will again never make the same mistake. |

| d6 | Flaw |
|---|---|
| 1 | When I see something valuable, all I can think about are ways to steal it. |
| 2 | If I were given a choice between money and my friends, I usually go for the money. |
| 3 | My only plan is to never follow the plan. |
| 4 | I have a "tell" people can use to tell that I'm not being honest. |
| 5 | When things are looking dire, I head for the nearest exit. |
| 6 | Someone's doing prison time for my actions. Better them than me. |

### Variant Outlaw: Spy

Though trained to work in the shadows and keep underground contacts, you've learned all of these techniques for the purposes of sanctioned espionage. You may be a corporate spy or perhaps you work secretly to uncover traitors to the government you serve.

## PATRICIAN

You are one of the societal elite. You may have been born into wealth as part of a megacorporation or a famous family. Perhaps you fell into the life of political favor. Either way, you are considered within the upper class and have the connections and clout to prove it.

**Skill Proficiencies:** Lore, Persuasion
**Tool Proficiencies:** One instrument and one gaming set of your choice.
**Languages:** One of your choice.
**Equipment:** Fancy outfit, a piece of jewelry or clothing with your family/company symbol, 200 cubil.

### FEATURE: POWER AND ENTITLEMENT

You are well bred and know how to function in high society. You would often be able to use your title and status to find your way into the backrooms where only the chosen sort of people can get into.

You may also choose to throw your privilege around for a few benefits such as upgrades to lodgings, moving to the front of the line or getting a few trade discounts from merchants looking to get into your good graces.

### SUGGESTED CHARACTERISTICS

Patricians are born into a lifestyle that most other people will never experience or understand in their lifetime. A position of power and status comes with wealth and privilege, but also comes with a wealth of responsibility. Many patricians are often part of a family dynasty or have to jump through many hoops to maintain their status amongst others within their circle. They must also surround themselves with people they can trust, something often harder to find than one would think.

| d8 | Personality Trait |
|---|---|
| 1 | I like to make those I talk to feel like the most important person in the whole galaxy. |
| 2 | I am often admired for my kindness and generosity. |
| 3 | Anyone can tell just by looking at me that I'm a cut above the uncultured "regular" people. |
| 4 | The most important thing to me is to look my best and keep up with all the latest fashion trends. |
| 5 | I'm not one to get my hands dirty and wouldn't be caught dead in anything less than luxury accommodations. |
| 6 | My position and social standing is simply a way of life, no more important or better than anyone else's. |
| 7 | Once you betray my trust, I never forgive or forget. |
| 8 | If you cross me, I will socially and professionally destroy both you and your entire family. |

| d6 | Ideal |
|---|---|
| 1 | **Respect.** I try to give as much respect as I'm due, but usually give just as little as I get. (Neutral) |
| 2 | **Responsibility.** I am as respectful to those above me as I would expect from those who owe me the same courtesy. (Lawful) |
| 3 | **Independence.** I will prove to my friends and family that I can take care of myself. (Chaotic) |
| 4 | **Power.** Those at the top can't be told what to do. (Evil) |
| 5 | **Family.** No bond is stronger than blood. (Any) |
| 6 | **Obligation.** It's my duty to use my position to help those less fortunate. (Good) |

| d6 | Bond |
|---|---|
| 1 | I will do anything to win the love and support of my family. |
| 2 | My family's status must be maintained at all costs. |
| 3 | Nothing is more important to me than my family and friends within my circle of privilege. |
| 4 | I am in love with someone who my friends and family insist is not good enough for me. |
| 5 | My loyalty to the company I work for is unwavering. |
| 6 | I would do anything to be seen as a hero over a snob. |

| d6 | Flaw |
|---|---|
| 1 | I secretly believe that I am more important than everyone else. |
| 2 | I'm hiding a secret that could bring down my family and those closest to me. |
| 3 | I tend to look for insults in every word when spoken to. |
| 4 | I have a "bad" side, tending to secretly enjoy vulgar practices and carnal pleasures. |
| 5 | I act like I'm the center of the universe. |
| 6 | I purposely do things to bring shame to my friends and family. |

## PILOT

There isn't anything you can't fly. When you're in a vehicle, you're a diamond in the sky, a star blazer, a leaf on the wind… you get the idea. You might be a retired fighter jock, a commercial pilot, mercenary ace, or maybe you learned how to fly your parents' space rig when you were small.

**Skill Proficiencies:** Astrophysics, Insight
**Tool Proficiencies:** Vehicle (Planetary), Vehicles (Space)
**Equipment:** flight suit, 150 cubil.

### FEATURE: KNOWING THE CRAFT

You know your way around a ship and are part of a select crew that can speak technical jargon that may as well be another language. You find it easier to figure out the type and purpose of most vehicles. You can often find safe and affordable passage for you and your group to other planets and systems. You are also welcome at most spaceports when docking your own ship.

### SUGGESTED CHARACTERISTICS

Pilots are just as comfortable, if not more so, behind the controls of any vehicle as they are on their own feet. Their experiences have led them to live life by the seat of their pants and grow frustrated whenever they are stuck in any one spot.

| d8 | Personality Trait |
|---|---|
| 1 | I do not want to stop until I get to wherever I'm going. |
| 2 | I grow bored whenever I'm in the same place for too long. |
| 3 | I'm always ready with a daring tale of my escapades for any situation. |
| 4 | Anytime I see a new vehicle, all I can do is think about what makes it tick and how to operate it. |
| 5 | I have a very vivid imagination and am not afraid to share it with others. |
| 6 | I tend to gravitate toward other pilots, regardless of their scruples or morality. |
| 7 | I live my life by the light-year. No danger is too great compared to the thrill. |
| 8 | I'd like to someday settle down with a special someone. Just not today. |

| d6 | Ideal |
|---|---|
| 1 | **Greater Good.** I perform at my best when it's for a good cause. (Good) |
| 2 | **Impartiality.** I'll take on any cause, just as long as I get to fly. (Neutral) |
| 3 | **Professional.** Nothing is worse than abusing your skills or taking them for granted. (Lawful) |
| 4 | **Greatness.** I'll take out anyone that gets in my way at becoming the best. (Evil) |
| 5 | **Freedom.** No one owns the stars. We're free to go wherever we choose. (Chaotic) |
| 6 | **Glory.** Through study and practice, I'll be the greatest pilot there ever was. (Any) |

| d6 | Bond |
|---|---|
| 1 | I want to own and command my own ship one day. |
| 2 | No one is more important to me than my ship and my crew. |
| 3 | I was stripped of my rank and want to prove my worth to those I once worked for. |
| 4 | I have a friendly rivalry with another pilot who I used to fly with. |
| 5 | I am the last survivor of my crew. I am very protective of any new friends I make. |
| 6 | I did a job for the wrong people and wish to find a way to clear my name. |

| d6 | Flaw |
|---|---|
| 1 | I often like to be in control under any circumstances. |
| 2 | I tend to do something drastic or get distracted by the wrong thing if I spend too long in one place. |
| 3 | I tend to take needless risks with my own life and the lives of my companions. |
| 4 | I have no social graces outside of my profession. |
| 5 | I will sacrifice my companions for the sake of the ship. |
| 6 | I often treat those who have never traveled the stars as if they are primitive barbarians. |

## PROFESSIONAL ATHLETE

You were born into a legacy that your family and your community takes pride in. While other children played, you trained. In fact, your version of relaxing is to work up a sweat until your endorphins kick in. But, just when you thought you were close to fulfilling your purpose, you discovered your journey was only just beginning.

**Skill Proficiencies:** Acrobatics, Athletics
**Tool Proficiencies:** A gaming set of your choice and Vehicles (Planetary).
**Equipment:** basic clothes, sports uniform, trophy collection, SIM unit, 200 cubil

### FEATURE: EVERY LITTLE BIT COUNTS

Your competitive drive gives you a level of commitment and discipline that can make others look like underachievers. You gain advantage whenever competing in an amateur sport or competition that calls upon your athleticism.

### SUGGESTED CHARACTERISTICS

As athletes are driven to excel, they try to bring their level of dedication to whatever new path they choose. Sometimes, though, such a major change can drag them down. They can sometimes drift from one job or gig to another without an anchor. Regardless, an athlete understands the importance of details, practice, and keeping a daily regime.

| d8 | Personality Trait |
|---|---|
| 1 | I used to be rising star, which I remind people about when I get depressed. |
| 2 | I try to forget my past and look to building a new future and new competitions to win. |
| 3 | I keep trying over and over until I succeed. |
| 4 | I'm living for me now, since my childhood was wasted winning trophies that helped no one. |
| 5 | I still like to workout, but there are bills to pay and have to find work. |
| 6 | I am still the biggest fan of my sport and see it as metaphor for life. |
| 7 | I can't stand sports anymore and avoid talking about it. |
| 8 | I'm looking for the next superstar. Now is the time to find a pupil. |

| d6 | Ideal |
|---|---|
| 1 | **Pragmatic.** Talent helps, but you can never underestimate luck. (Neutral) |
| 2 | **Helping hand.** I know that teamwork is key. (Good) |
| 3 | **Tradition.** Every game has rules for a reason. (Lawful) |
| 4 | **Cheating.** Second place is first loser. (Evil) |
| 5 | **Freedom.** Rules are for chumps but so is always winning. Just have fun. (Chaotic) |
| 6 | **Aspirational.** The first one to act always has the first edge. (Any) |

| d6 | Bond |
|---|---|
| 1 | I used to fight only for myself. Now, I'll always fight for my teammates. |
| 2 | I'm hunting for a new technique to put me back in the game. |
| 3 | One of my favorite coaches turned out to be someone I never expected. |
| 4 | Something strange happened to one of my biggest fans. I need to find out the truth. |
| 5 | A horrible accident ruined my career. I need to make sure it never happens to anyone else. |
| 6 | My entire life as an athlete was only to prepare me for something much greater. |

| d6 | Flaw |
|---|---|
| 1 | To my shame, I was caught cheating. I will do anything to keep that hidden. |
| 2 | I can't stop talking about my glory days to anyone that will listen. |
| 3 | I need to win at everything. My life is a competition. |
| 4 | I avoid some challenges because sometimes you've lost before you even play. |
| 5 | Bad blood with referees has taught me to never trust the authorities. Rules are merely suggestions. |
| 6 | I let my team carry me to greatness, but I can never reveal that to my friends and family. |

## SCHOLAR

You specialize in a particular field of knowledge which you've spent much of your early years studying. Knowledge is the key to the mysteries of the universe and you strive to learn enough to become a master in your studied field.

**Skill Proficiencies:** Astrophysics, Lore
**Languages:** Two of your choice.
**Equipment:** personal digital library, basic clothes, 75 cubil.

### FIELD OF STUDY

Every scholar has a specialized field of study. The following table lists some examples.

| d8 | Origin | d8 | Origin |
|---|---|---|---|
| 1 | Scientist | 5 | Teacher |
| 2 | Bio-technician | 6 | Data Researcher |
| 3 | Celestial Cartographer | 7 | Professional Student |
| 4 | Writer | 8 | Travel Expert |

### FEATURE: LEGWORK

You know how to find information, even when it's been buried deep within old data files or even the ancient tomes of generations past. If you can't find that, then you know someone that can. You can use this to your advantage whenever you're attempting to learn details or lore on a particular subject. What you uncover is at the discretion of the GM depending on the information's obscure nature or level of importance to the campaign.

### SUGGESTED CHARACTERISTICS

Many scholars define their worth by their level of expertise and the ability to apply their exhaustive studies whenever such a need arises. Knowledge is their most valued resource. Some wish to attain it for the sake of having it, while others may have greater goals toward which they strive to achieve by learning.

| d8 | Personality Trait |
|---|---|
| 1 | I often use complicated words so people find it hard to understand me. |
| 2 | I consistently brag that I am an invaluable font of information. |
| 3 | I tend to patiently explain anything and everything to those who I believe to be less intelligent. |
| 4 | There's nothing more exciting to me than solving a good mystery or puzzle. |
| 5 | I reserve my opinions until I've heard all sides of an issue. |
| 6 | I speak.. very.. slowly.. to those I think are not as bright as me, which is usually everyone. |
| 7 | I have no social graces. I feel awkward and out of place almost everywhere. |
| 8 | I'm convinced people are only using me for my knowledge and insight. |

| d6 | Ideal |
|---|---|
| 1 | **Knowledge.** Power and self–enlightenment can only be attained through knowledge. (Neutral) |
| 2 | **Beauty.** Everything can be beautiful to something else. It is more important to learn why they are beautiful. (Good) |
| 3 | **Logic.** You must never let your emotions get in the way of pure logical thinking. (Lawful) |
| 4 | **Power.** The path to ultimate power above all others is rooted in knowledge. (Evil) |
| 5 | **Chance.** We will never learn the rules that govern the unknown until we're willing to break all of our old rules. (Chaotic) |
| 6 | **Self–Improvement.** Knowledge is the key to the betterment of one's self. (Any) |

| d6 | Bond |
|---|---|
| 1 | I will do anything to protect my pupils or co–workers. |
| 2 | I've discovered a long lost secret which must never fall into the wrong hands. |
| 3 | I manage a university or center of learning. |
| 4 | I am recording my entire life's work to be passed down to the next generation. |
| 5 | I have been searching my entire life for the answer to a specific question. |
| 6 | I did some unsavory things for the knowledge I now possess. I hope to use it to redeem myself. |

| d6 | Flaw |
|---|---|
| 1 | I'm easily distracted by the promise of information. |
| 2 | I often put myself in grave danger for the chance to learn something I consider important. |
| 3 | Forbidden knowledge can sometimes require making great sacrifices, including innocents. |
| 4 | I tend to take complicated paths to reach simple solutions. |
| 5 | I have no filter when I speak, which often results in others being insulted. |
| 6 | Secrets are meant to be shared with someone. |

## SHIPPER/TRANSPORTER

You know the true value of being able to get goods and services from place to place. You see yourself as a free trader, hauling items or people of all types from place to place so long as you've got the tools and the ship for it. Sometimes you're helping to bring meds or refugees across the warzone. Some other times can be... a bit less heroic.

**Skill Proficiencies:** Astrophysics, Deception
**Tool Proficiencies:** One gaming set of your choice, Vehicles (Space).
**Languages:** One of your choice
**Equipment:** basic clothes, flight suit, combat knife, inventory database, 150 cubil

### FEATURE: SPACE LANES

There's two starmaps for every sector of space—the one used by the standard travel jockeys, and the other one with the forgotten space lanes most people avoid. You know all the quickest backways through space routes and can often get discounts on docking fees and refueling costs at various space stations across the galaxy.

### SUGGESTED CHARACTERISTICS

Transporters can find work with businesses and governments of all types. They know their usual galactic routes like the back of their hand, along with the many people that live throughout those sectors. They can be very personable and understand that every area of space has its own unique charm and sense of style.

| d8 | Personality Trait |
|---|---|
| 1 | I enjoy the thrill of finding a new planet or sector of space. |
| 2 | I always like to make sure I'm the smartest person in the room. |
| 3 | I respect authority... while it's in earshot. |
| 4 | Money talks, but it should never make up the whole conversation. |
| 5 | I enjoy exploring the history and culture of the locals I run into. |
| 6 | The more impossible the job, the more it intrigues me. |
| 7 | I have tons of acquaintances, and very few friends. |
| 8 | I like to keep my thoughts to myself until it's the right time to make a move. |

| d6 | Ideal |
|---|---|
| 1 | **Impartiality.** I'm just the shuttle service. What gets shipped to whom is none of my concern. (Neutral) |
| 2 | **Greater Good.** I help people, the profit is just a side benefit. (Good) |
| 3 | **Honor.** Even if I break the law, it's because I'm sticking to my own code. (Lawful) |
| 4 | **Greed.** Profit and more profit justifies the means to every end.(Evil) |
| 5 | **Power.** It's entertaining to see how my cargo, in the "right" hands, can dramatically change the course of things. (Chaotic) |
| 6 | **Professional.** It's a living and I am good at it. (Any) |

| d6 | Bond |
|---|---|
| 1 | I was once part of a much larger crew and would like to get that feeling back. |
| 2 | One of my teammates was once a former client. |
| 3 | I helped someone escape the law. I often wonder if I made the right choice. |
| 4 | My ship is my life and my home. |
| 5 | I once got too close with a client and got betrayed in the end. I now keep business dealings far away from personal affairs. |
| 6 | I've got a price on my head for crossing the wrong client. I'm doing my best to clear my name. |

| d6 | Flaw |
|---|---|
| 1 | I get nervous when I'm grounded for too long. |
| 2 | I'm always looking to push the envelope, even against the safety of my teammates. |
| 3 | Even in dire circumstances, I'll always find time for a little rest and relaxation. |
| 4 | It's tough to resist a job with an easy profit. |
| 5 | If things get too hot, I'll consider cutting my losses. |
| 6 | Everyone's got a price. I usually find it by squeezing just a little bit harder. |

### VARIANT TRANSPORTER: SMUGGLER

You know how to get the goods you can't buy at your local vendor. You know the ins and outs of getting goods past security checkpoints and around the red tape of contraband laws. You have underworld contacts at most spaceports that can give you the general and not-so-general information about the area, as well as provide deeper insight into local rumors.

## SOLDIER

Trained to be a master of arms, you've spent years practicing the art of combat. Your experience has taught you how to survive in the field both alone and with a group of fellow combatants. You may have been an army grunt or a space marine. Or perhaps you spent your years as a mercenary or a member of the Knights of Infinity.

**Skill Proficiencies:** Athletics, Survival
**Tool Proficiencies:** One vehicle type of your choice
**Equipment:** military/combat uniform, basic clothes, 150 cubil

### FEATURE: FELLOW AT ARMS

During your career as a soldier, you've gained a position of respect and authority amongst your peers. You can make use of your military persona to gain friendly alliances with other military factions. You may also request sanctuary or safe passage, especially from others of your own military organization.

### SUGGESTED CHARACTERISTICS

Soldiers have seen the horror, ugliness, and grief propagated by war. It is often their discipline and training that saved them from falling apart physically and mentally. Their experiences have shaped how they view the universe and those that live within it. It has also greatly affected their own concepts of honor and bonds of friendship.

| d8 | Personality Trait |
|---|---|
| 1 | I am always stern, polite, and respectful. |
| 2 | I am haunted by visions and memories of war and the things I have done to survive. |
| 3 | I've lost many friends which makes me cautious toward making new ones. |
| 4 | In every combat situation, I can always bring up a relevant war story. |
| 5 | Nothing and no one can shake my resolve. |
| 6 | I enjoy being the strongest or being the one in charge. |
| 7 | I have a very, very dark sense of humor. |
| 8 | There's usually no time for a debate. I like simple, direct solutions to every problem. |

| d6 | Ideal |
|---|---|
| 1 | **Co-existence.** Everyone lives life the way they need to. There are few things worth going to war over. (Neutral) |
| 2 | **Greater Good.** Protecting the lives of others is something worth dying for. (Good) |
| 3 | **Duty.** I obey commands and respect authority. (Lawful) |
| 4 | **Might.** Only the strongest is meant to rule. (Evil) |
| 5 | **Independence.** Tyranny begins by enforcing rules that limit the rights of others. (Chaotic) |
| 6 | **Responsibility.** Nothing is more important than the people or place I'm sworn to protect. (Any) |

| d6 | Bond |
|---|---|
| 1 | I would lay down my life for those who have fought beside me in the past. |
| 2 | I will never leave a friend behind when they're in danger. |
| 3 | My honor is my life. |
| 4 | I'll never forget the losses I suffered during a losing battle. I intend to get justice for those I've lost. |
| 5 | The lives of my companions are far more valuable than my own. |
| 6 | I will always fight for those who cannot do so for themselves. |

| d6 | Flaw |
|---|---|
| 1 | I have a particular enemy that haunts my thoughts and dreams, leaving me terrified. |
| 2 | I have little respect for those who cannot handle themselves in a fight. |
| 3 | I made a grave mistake that cost the lives of those under my command. It's a secret I intend to carry to my grave. |
| 4 | I tend to go into a blind rage against my enemies. |
| 5 | I will obey any established law, even if it causes misery and suffering. |
| 6 | I will never admit to my mistakes and will double down on my proven falsehoods. |

## Techie

You're a whiz when it comes to anything technical. Computers and machines are your forte and also your favorite topic of discussion. You've got connections of the digital sort who are often the source of useful information. If the "mundanes" out there knew what you did, their brains would probably melt away.

**Skill Proficiencies:** Computers, Mechanics
**Tool Proficiencies:** Hacker's kit or Mechanics Tools
**Languages:** ALOMU (universal programming code), one other language of your choice.
**Equipment:** basic clothes, Portable Media Device, 150 cubil.

### Feature: Industry Professional

You are an expert on the quality and rarity of electronics and mechanical devices. You can easily identify the make and model of certain computers and machines. You also know various contacts that can find you deals on decent tech gear and gear upgrades.

### Suggested Characteristics

Techies have a deep love and understanding for machines, which often reflects in their personality. They tend to approach most situations analytically, and often find trouble communicating with different people. They also carry a sense of imagination and wonder for the future advancements of society.

| d8 | Personality Trait |
|---|---|
| 1 | I need to know how everything works, down to the last circuit. |
| 2 | I am much better at dealing with machines than I am with people. |
| 3 | I often feel the need to explain everything to everyone down the most minute detail. |
| 4 | I love showing off my work to all of my friends and companions. |
| 5 | I do not like social confrontations and tend to avoid them as much as possible. |
| 6 | I love to take things apart and put them back together just to see how they function. |
| 7 | My love for technology is only surpassed by my love of companionship. |
| 8 | I can't stand seeing a piece of tech that is falling apart due to negligence. |

| d6 | Ideal |
|---|---|
| 1 | **Focus.** I don't care what it's used for, just as long as I'm left alone to work on it. (Neutral) |
| 2 | **Benefit.** Technology should be used for the betterment of everyone. (Good) |
| 3 | **Logic.** Like machines, everyone must do their part in order for things to run smoothly. (Lawful) |
| 4 | **Control.** Control the machines that run society, and you will control the people. (Evil) |
| 5 | **Progressive.** New discoveries are just around the corner, just as long as we're willing to take the chance. (Chaotic) |
| 6 | **Advancement.** I use my skills to guide myself and those with me into an extraordinary future. (Any) |

| d6 | Bond |
|---|---|
| 1 | I created an abomination of technology that I will regret for my remaining days. |
| 2 | My personal loss has driven me to bury myself into machines over people. |
| 3 | I am in charge of a technological group of business. |
| 4 | I made a scientific discovery that must never fall into the wrong hands. |
| 5 | I stole trade secrets from a megacorporation. They have been searching form ever since. |
| 6 | My ultimate goal is to build the perfect machine. |

| d6 | Flaw |
|---|---|
| 1 | I always assume that I am the smartest person in the room. |
| 2 | I am easily distracted by the promise of new technological discoveries. |
| 3 | I have little respect for those who have no knowledge in my field of expertise. |
| 4 | I lose my temper at anyone who tells me I am wrong. |
| 5 | I often dismiss the emotions and feelings of others as useless ramblings. |
| 6 | I find it difficult to distinguish between the importance of living souls versus machines. |

# Esper Origin

Achieving Esper Genesis happens differently for each character. There is no known method for determining how, when, or to whom it will occur. The only common factor is it happens at a random point where the character is under a highly emotional state, be it anger, fear, joy, sadness, or combination of these in a state of duress, such as a life-threatening event.

The point in your character's life where they experience their connection to the forces of creation is known as their **esper origin**. It's an event for most espers that carries far beyond just a mere memory. It marks a threshold where their life crosses a point of no return, from the mundane to the truly extraordinary.

## Using the Table

The Esper Origin table below provides a list of suggestions for you to decide on your character's point of Esper Genesis. You can use as much or as little out of these options as you wish. Before you go over them, it's important to remember the following.

***It's a Tool, Not a Rule.*** This table isn't listed as part of the step-by-step character creation because it's meant to specifically be a guideline to providing depth and detail to your character's story, having no actual bearing on their abilities or traits. You can decide to roll randomly, pick from the list, combine some of the suggestions, or even just ignore it and make up your own backstory.

***Choosing the Right Time.*** Some characters may have a backstory to where very few options on the table would even apply. Your warrior or specialist, for example, might not even achieve Esper Genesis until they've chosen their archetype. Just as likely, perhaps your character comes from a fringe sector of space where even the concept of an esper is not yet defined. Any of these options can play out just as well for your character.

### Esper Origin

| d20 | Origin |
|---|---|
| 1 | You were directly exposed to a sorium device used by espers, such as a rig or weapon link. |
| 2 | Your powers awoke while in the presence of a rare stellar event (a solar flare, comet, meteor shower, etc). |
| 3 | You witnessed or were the target of the use of a powerful esper power. |
| 4 | Pushed beyond your endurance in a hostile wilderness, your powers helped you survive. |
| 5 | A friend or loved one in immediate danger brought your innate powers to the fore. |
| 6 | Your powers awoke when you were threatened by criminals (gangers, robbers, underworld security) |
| 7 | You experienced a near fatal accident in which your powers saved your life. |
| 8 | A major genetic or medical procedure prompted your powers to activate. |
| 9 | You were part of a scientific experiment where your powers awoke as an unintended consequence. |
| 10 | While in the vicinity of a Crucible, your powers manifested while you were in a highly emotional state. |
| 11 | You're a combatant or soldier whose powers awoke during a particularly stressful conflict. |
| 12 | You manifested powers while in the midst of a performance such as dancing or music. |
| 13 | In the midst of a sporting competition, your inner drive prompted the manifestation of your abilities. |
| 14 | You were on the verge of death from an incurable illness. Your powers saved your life. |
| 15 | Your powers awoke during a time of great personal loss or tragedy. |
| 16 | Exposure to a rare bacteria on an alien world activated your powers as an immune response. |
| 17 | You experienced a strong telepathic connection with a truly alien being, such as a netherant or protean. |
| 18 | Another esper used their powers to come to your aid. The effects of the power caused yours to awaken. |
| 19 | You've exhibited strange abilities throughout your childhood for as long as you can remember. |
| 20 | The weight of guilt from committing a terrible act such as murder or torture caused your powers to manifest. |

KNIGHT ARMS
23

# 5. Equipment

From the grand supermalls that grace the shopping districts of major cities to the electronic vendor stations along the halls of almost every space station, shopping is a part of everyday life in almost every populated area in the galaxy. Goods and services of all types, styles, shapes and sizes can be found almost anywhere either physically or online through the Silrayne Intergalactic Matrix.

Massive megacorporations push their ads across all networks. Some manufacturers compete to make the best, most cost effective gear for daily consumption, while others specialize in high-grade luxury items or vehicles. For those who brave the dangers of the deep expanse, the right piece of gear at the right time could mean the difference between life and death.

This chapter covers the different types of common and exotic gear, goods, and services your character may find useful during their exploits.

## Starting Equipment

During character creation, you receive a starting set of equipment as defined by your class and background. Alternatively, you may receive a certain amount of wealth measured in **cubil** (pronounced as "kee-YOO-bil" and commonly abbreviated as "cu"), the standard currency that is used throughout the Silrayne Arc. The amount of cubil available to each starting character is dependent on their character class and background. See the Starting Wealth by Class table to determine how much money you have to spend.

How you came about your starting wealth, lifestyle, and gear is completely up to you. Maybe you were a former corporate wage-worker who made use of their savings. You might have kept your gear from your time in military service. Perhaps your favorite gun was handed down to you by a parent who was in law enforcement.

### Starting Wealth By Class

| Class | Starting Money |
|---|---|
| Adept | 3d4 x 100 cu |
| Cybermancer | 4d4 x 100 cu |
| Engineer | 5d4 x 100 cu |
| Hunter | 5d4 x 100 cu |
| Melder | 4d4 x 100 cu |
| Sentinel | 5d4 x 100 cu |
| Specialist | 4d4 x 100 cu |
| Warrior | 5d4 x 100 cu |

## Wealth and Currency

Though most trade and purchases occur with the exchange of money for products, the concept of wealth and valuables aside from just monetary value still prevails in these times. Trade goods, minerals, precious stones, and collectibles are sometimes bartered for their monetary value.

### Currency

The standard form of galactic currency is the **cubil** (abbreviated as cu). It is primarily used as a digital currency, accepted anywhere by online transfer within the core planets. For trade outside the core, however, the cubil also has a physical representation: that of a flat metallic disc (a coin) made of pressed meteoric ore harvested from several planets within the galaxy.

### Selling Loot

Opportunities abound to find treasure, gear, weapons, armor, and more during your expeditions. Normally, you can sell your gains when you return to a space station or populated settlement, provided that you can find buyers interested in your loot.

***Arms, Armor, and Gear:*** As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in trade. Weapons and armor used by defeated enemies are rarely in good enough condition to sell.

***Enhanced Gear and Core Stones:*** Selling these rare items is problematic. Finding someone to buy a more common item isn't too hard, but other items are out of the realm of most but the wealthiest citizens and merchants. Likewise, aside from a few common gear enhancements and stones, you won't normally come across these items for normal purchase. The value of high-grade tech and sorium core stones is far beyond the standard level of trade and should always be treated as such.

***Gems, Jewelry, and Collectibles:*** These items retain their full value in the marketplace, and you can either trade them in for money or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a city or a major spaceport.

***Trade Goods:*** On the fringes, many people conduct transactions through barter. Like gems and art objects, trade goods—ore, foodstuffs, gear parts, medicine, and so on—retain their full value in trade and can be used as a form of currency.

## Armor

There are many different styles of armor that vary between different cultures, races, and manufacturers. The different types are classified below. Due to the advancements in weapons manufacturing, armor has become an absolute necessity for anyone traveling beyond the reaches of civilization. Exploring the expanse without at least a shield generator is a risky proposition indeed.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in Esper Genesis.

***Armor Proficiency.*** Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't use esper powers.

***Armor Class (AC).*** Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

***Heavy Armor.*** Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

***Stealth.*** If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

***Shields.*** A shield is made from metal, polymer, energy, or reinforced glass, and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

## LIGHT ARMOR

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

***Flight Suit:*** A layered set of clothing that provides basic protection from harsh climates.

***Armor Jacket:*** Lined with a protective mesh, this light jacket provides adequate protection while still allowing full movement without restriction.

***Light Trooper:*** A padded suit with a hardened flexible overlay. Standard issue for most grunts.

***Infiltration Suit:*** A full body suit made from high grade polymer blends. Expensive but effective.

## MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

***Reinforced Mesh:*** Multiple layers of micro-woven fiber mesh. It most often comes in the form of a vest or torso covering.

***Military Jacket:*** Popular amongst officers and mercs, this jacket's interior is lined with protective plates and hard padding.

***Medium Trooper:*** Much like the light variant, this is a suit of layered padding with a chest piece and guards made of tempered polymer plating.

***Nanoweave Suit:*** This variant of the trooper armor has been fortified with a coating made of nanocarbons fused over the protective plate.

### ARMOR TABLE

| Name | Cost (cu) | Base AC | Strength | Stealth | Weight |
|---|---|---|---|---|---|
| **LIGHT ARMOR (+ full Dex Bonus)** | | | | | |
| Flight Suit | 50 | 11 | – | Disadvantage | 3 lb. |
| Armor Jacket | 100 | 11 | – | – | 5 lb. |
| Light Trooper | 450 | 12 | – | Disadvantage | 10 lb. |
| Infiltration Suit | 1200 | 12 | – | – | 5 lb. |
| **MEDIUM ARMOR (+2 max Dex bonus)** | | | | | |
| Reinforced Mesh | 100 | 12 | – | – | 4 lb. |
| Military Jacket | 500 | 13 | – | – | 6 lb. |
| Medium Trooper | 500 | 14 | – | Disadvantage | 12 lb. |
| Nanoweave Suit | 7500 | 15 | – | Disadvantage | 14 lb. |
| **HEAVY ARMOR (no Dex bonus)** | | | | | |
| Guardian | 300 | 14 | – | Disadvantage | 15 lb. |
| Heavy Trooper | 750 | 16 | Str 13 | Disadvantage | 20 lb. |
| Centurion | 2000 | 17 | Str 15 | Disadvantage | 25 lb. |
| Fusion Armor | 15000 | 18 | Str 16 | Disadvantage | 30 lb. |
| **SHIELDS** | | | | | |
| Reinforced | 100 | +2 | – | – | 3 lb. |
| Portable Shield Device (PSD) | 50 | Special | – | – | — |

## Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

***Guardian:*** Often made of inexpensive material, this bulky armor is a combination of thick padding, rigid metal plates and mesh weaving. It is popular amongst space miners and bunker sentries.

***Heavy Trooper:*** This is a full suit of reinforced mesh underneath a layer of interlocking plates made from hardened composite. Armored gloves and boots are included as well.

***Centurion:*** A suit of heavy trooper armor outfitted with a tempered multi-alloy chest piece with protective shoulder and leg guards. This armor is often limited to high-ranking soldiers and elite infantry.

***Fusion Armor:*** The best in full body protection, this high-grade armor is made from fused meteoric alloys and bolstered with an additional layer of fullerene polymers.

## Getting Into and Out of Armor

Required time for equipping armor depends on its category.

***Suit Up:*** This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.

***Un-suit:*** This is the time it takes to take off armor. If you have help, reduce this time by half.

### Suiting Up and Un-suiting

| Armor | Suit Up | Un-suit |
|---|---|---|
| Light | 1 minute | 1 minute |
| Medium | 3 minutes | 1 minute |
| Heavy | 5 minutes | 2 minutes |
| Shield | 1 action | 1 action |

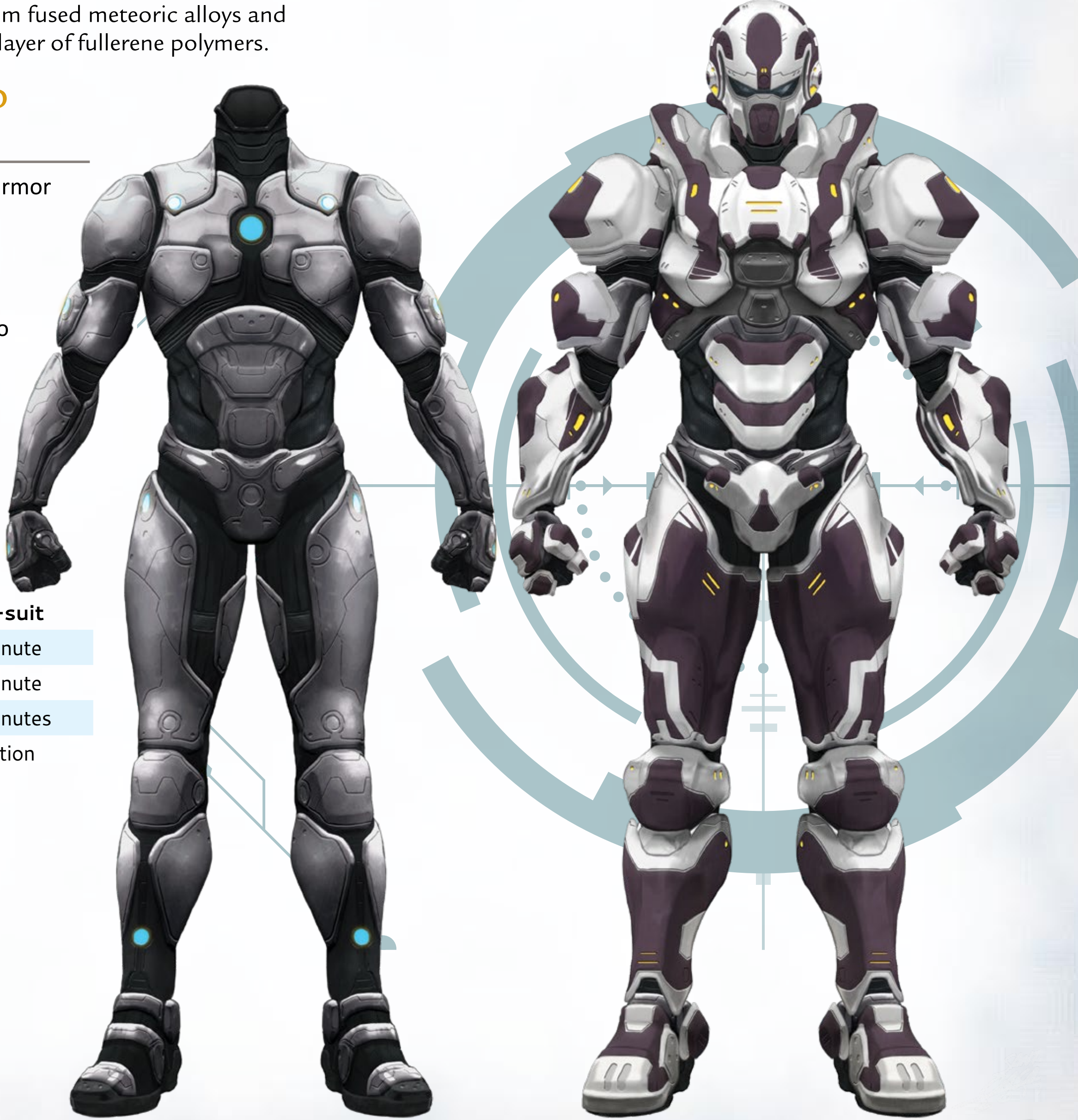
## Shields

Shields come in multiple designs – curved, cornered, composite, energy, etc. All work along the same function, being worn on the off hand and used manually against incoming attacks. The only exception is the Portable Shield Device which is active at all times.

### Special Armor: Portable Shield Device

A portable shield device (PSD) is often worn by long distance travelers. It has a sorium core and is designed to repel high-velocity weapon fire from weapons using the same technology. It can be tailored to fit any wearable hard surfaced item like a bracer, belt, helmet, or the like. While it provides no bonus to AC, it **requires no proficiency** to use and counts as wearing armor versus weapons that possess the high-velocity property. It also provides a +2 bonus to Burst saves if worn without armor.

Without a PSD or any armor, a high-velocity weapon deals an additional die of damage with an increased probability of a critical strike (see Weapon Properties).



REVOSYS
ACCIPITER

## Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a blade or a pistol, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the Esper Genesis, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

## Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, batons, and other weapons often found in the hands of commoners. Martial weapons, including swords, polearms, and heavy firearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

## Weapon Range

Weapons that can be used to make a ranged attack (such as those with the ammunition, high-velocity, or thrown properties) have a listed range on the Weapons table. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range. See chapter 9 for more information on ranged attacks in combat.

### Firearm Damage in Other Settings

It is important to note that a majority of guns would normally deal significantly more damage than presented in a setting with less advanced technology, such as a fantasy based setting. This is due to the advanced protections offered by modern day armor. Those wearing no armor or PSD suffer far more damage when shot by any of the more advanced firearms. Please refer to the *High-Velocity* and *Explosive* weapon properties.

## Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

***Adaptable:*** A ranged weapon with this property can be used in close quarters combat without suffering a disadvantage on attack rolls.

***Ammunition:*** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each

## WEAPONS TABLE

| Name | Cost | Damage | Range | Weight | Properties |
|---|---|---|---|---|---|
| **SIMPLE MELEE WEAPONS** | | | | | |
| Club | 1 cu | 1d4 bludgeoning | - | 2 lb. | Light |
| Combat Knife | 20 cu | 1d4 piercing | (20/60) | 1 lb. | Finesse, light, thrown |
| Handaxe | 50 cu | 1d6 slashing | (20 60) | 2 lb. | Light, thrown |
| Metal Baton | 20 cu | 1d6 bludgeoning | - | 3 lb. | — |
| Spear | 25 cu | 1d6 piercing | (20/60) | 3 lb. | Thrown, versatile (1d8) |
| Staff | 10 cu | 1d6 bludgeoning | - | 4 lb. | Versatile (1d8) |
| Power Gauntlets | 20 cu | 1d4 bludgeoning | - | 1 lb. | Light |
| Wrist Blades | 10 cu | 1d4 slashing | - | 1 lb. | Finesse, light |
| **SIMPLE RANGED WEAPONS** | | | | | |
| Pistol, light | 200 cu | 1d6 piercing | (50/150) | 1 lb. | Adaptable, ammunition (15 shots), light |
| Rifle, short | 250 cu | 1d8 piercing | (70/210) | 3 lb. | Ammunition (8 shots), reload |
| Throwing Blade | 2 cu | 1d4 piercing | (30/90) | 1/4 lb. | Finesse, thrown |
| **MARTIAL MELEE WEAPONS** | | | | | |
| Energy Staff | 150 cu | 1d6 bludgeoning | - | 2 lb. | Reach, energy burst, two handed |
| Forearm Blade | 250 cu | 1d6 slashing | - | 2 lb. | Finesse, light |
| Glaive | 200 cu | 1d10 slashing | - | 6 lb. | Heavy, reach, two-handed |
| Grandblade | 500 cu | 2d6 slashing | - | 6 lb. | Heavy, two handed |
| Greataxe | 300 cu | 1d12 slashing | - | 7 lb. | Heavy, two handed |
| Longblade | 150 cu | 1d8 slashing | - | 3 lb. | Versatile (1d10) |
| Microfilament Whip | 250 cu | 1d6 slashing | - | 2 lb. | Finesse, reach |
| Sabre | 200 cu | 1d8 slashing | - | 3 lb. | Finesse |
| Shortblade | 100 cu | 1d6 piercing | - | 2 lb. | Finesse, light |
| Warhammer | 150 cu | 1d8 bludgeoning | - | 3 lb. | Versatile (1d10) |
| **MARTIAL RANGED WEAPONS** | | | | | |
| Pistol, arm | 500 cu | 1d6 piercing | (30/120) | 1 lb. | Ammunition (6 shots), reload, special |
| Pistol, auto | 250 cu | 1d6 piercing | (60/300) | 2 lb. | Burst fire (2), high-velocity |
| Pistol, heavy | 400 cu | 1d8 piercing | (50/250) | 3 lb. | Burst fire (2), high-velocity, recoil (1) |
| Rifle, auto | 300 cu | 1d10 piercing | (80/400) | 5 lb. | Burst fire (3), high-velocity, recoil (1), two handed |
| Rifle, heavy | 500 cu | 2d6 piercing | (100/500) | 8 lb. | Burst fire (3), heavy, high-velocity, recoil (2), two handed |
| Rifle, sniper | 800 cu | 2d8 piercing | (300/2000) | 8 lb. | Heavy, high-velocity, recoil (3), reload, two handed, special |
| Shotgun | 250 cu | 1d8 piercing | (30/90) | 7 lb. | Reload, two handed, special |
| **GRENADES** | | | | | |
| Grenade Launcher | 800 cu | Special | Special | 5 lb. | Recoil (1), reload, special |
| Fragmentation | 100 cu | 2d6 piercing | Special | 1 lb. | Explosive, thrown, special |
| EMP | 120 cu | -- | Special | 1 lb. | Thrown, special |
| Gas | 200 cu | 1d8 poison | Special | 1 lb. | Thrown, special |
| Phosphorus | 500 cu | 1d8 fire | Special | 1 lb. | Explosive, thrown, special |
| Stun | 300 cu | -- | Special | 1 lb. | Thrown, special |

time you attack with the weapon, you expend one piece of ammunition. Drawing ammunition from a case or cocking a sidearm are all part of the attack (requiring a free hand for a one-handed weapon). If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in this section).

***Burst Fire:*** A weapon with the burst fire property can make a normal single-target attack, or it can spray a 10-foot cube (4 map grid squares) within the weapon's normal range. A burst is far more uncontrolled than an aimed shot. A burst fire attack can only be taken once per turn and must be within the weapon's short range.

Any creature within the 10-foot cube must succeed on a Dexterity saving throw versus the Burst save DC or suffer the weapon's damage. A +2 bonus can be added if a PSD is used without armor. Ability modifiers cannot be added to the damage roll for a burst fire attack.

A weapon can be fired in burst as many times as the number in parenthesis before requiring a full round for the clip to replenish ammunition. This can also be avoided by using an action or bonus action to change out a clip. Changing a clip requires at least one free hand.

**Burst save DC** = 8 + your proficiency bonus (if proficient) + your Dexterity modifier

***Energy Burst.*** When a successful attack is made with a weapon with this property, a bonus action can be used to fire a burst of energy from its tip or edge. The target must succeed on a DC 13 Constitution saving throw or have their movement reduced by 10 feet until the end of their next turn.

***Explosive.*** Damage from a weapon with this property counts as both fire damage and the damage type listed. Resistances or immunities apply only if the target has them for both damage types. When a target wearing no armor (or PSD) and with no natural armor takes damage from a weapon with this property, the target takes twice the number of dice in damage on the initial damage roll, but not for subsequent damage caused by the same attack.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

***Heavy.*** Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

***High-Velocity.*** This property allows a weapon to fire high velocity bullets in quick succession from a clip modified with a sorium core. There is no need to replenish ammunition unless depleted through Burst Fire.

If a weapon with this property is used to attack a target that is wearing no armor (or PSD) and has no natural armor, the target takes an additional die of damage. In addition, the attack scores a critical hit on a 19-20.

***Light.*** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

***Reach.*** This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

***Recoil.*** This numerical value indicates the minimum strength bonus required to handle a high powered recoil weapon without penalty. If this requirement is not met, you may not add your Dexterity modifier to attack or damage rolls. In addition, if the recoil value is higher than your Strength modifier by 2 or more, you are also at disadvantage to all attack rolls made with the weapon.

***Reload.*** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

***Special.*** A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a combat knife, you can use either your Strength or your Dexterity, since the knife has the finesse property.

***Two-Handed.*** This weapon requires two hands when you attack with it.

***Versatile.*** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

### Using Recoil and Burst Fire

When a weapon has both the burst fire and recoil properties, the recoil property directly affects the burst fire property when making burst fire attacks. If a creature attacking with a firearm cannot add their Dexterity modifier due to recoil, the attacker also loses their Dexterity bonus when calculating their Burst save DC with that weapon. Similarly, if a creature's attack with a firearm has disadvantage due to recoil, all targets of a burst fire attack with that weapon would have advantage to their burst saves.

This rule, however, is limited to the effects of recoil only, and is not universal. For example, a creature gaining advantage on a weapon attack with a firearm does not automatically give disadvantage to their target's burst saves.

### Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a crowbar, a brick, or a robot arm.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a crowbar is akin to a club. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

## SPECIAL WEAPONS

Weapons with special rules are described here.

***Grenade Launcher.*** This weapon allows you to make a ranged weapon attack using your Dexterity to launch a grenade instead of making an Athletics check. You must still be proficient in grenades to add your proficiency modifier to the attack roll. The DC versus your attack roll remains the same as listed on the Grenade Range table. The minimum required range is listed in the Launcher Range column.

***Pistol, arm.*** This weapon can be fastened to the arm of the wielder. While attached in this way, it does not need to be drawn nor held in order to be used in combat.

***Shotgun:*** This weapon fires in a 30 ft. cone at one target. Roll to hit the target and use the rules for Burst Fire for anyone else caught within the radius. Firing at 10 feet will score a critical hit on a roll of 19 or 20.

***Sniper Rifle:*** Using this weapon requires an attack action and a bonus action. The minimum distance for this weapon is 40 ft. If used at a closer distance, the attacker will suffer a disadvantage to the attack roll. Attacks with this weapon score a critical hit on a 19 or 20.

If you use this weapon with a weapon stand or while you are prone, the recoil value is reduced to 1. Using this weapon while prone does not give you disadvantage to your attack rolls due to the condition.

## GRENADES

A grenade can be thrown with a successful Strength (Athletics) check. If you are proficient with grenades, add your proficiency bonus to the Strength check. If you are proficient in Athletics and grenades, you add double your proficiency modifier to the Strength check. The Grenade Range table provides the DC required to reach the intended range. If the roll is successful, each target in a 15 foot radius must make a DC 14 Dexterity saving throw, taking the full damage on a failed save, or half as much on a successful one.

If the Strength check made to throw the grenade is unsuccessful, the targets will only take half damage on a failed save and no damage on a successful one. In addition, all targets gain advantage to saves versus the grenades' effects, if any.

There are five common types of grenades.

***Fragmentation.*** Often nicknamed "frag grenades", these are the most common type of grenade used in military confrontations. When the grenade explodes, shards of shrapnel are propelled at high velocity within the area.

***EMP.*** Short for "electro-magnetic pulse", these grenades release a pulse of electricity that targets electronics and powered equipment. These grenades do no damage and have no effect on living targets. All mechanical constructs and automatons must succeed on a DC 12 Intelligence saving throw or be considered Impaired until the end of their next turn (see appendix A)

In addition, any unshielded computer panel or electronic device not worn by another creature will cease to function until the start of your next turn.

***Gas.*** These grenades release a toxic gas within its area of effect. In addition to damage, each target that fails their saving throw become poisoned (see appendix A)

***Phosphorous.*** This incendiary grenade produces intense heat through an explosive chemical reaction. Targets who fail their saving throw take an additional 1d8 fire damage at the end of each of their turns. To extinguish the flames, the target must spend an action and make a successful DC 10 Dexterity saving throw.

In addition, until the end of your next turn, any creature entering the area of effect suffers 1d6 fire damage.

***Stun.*** This grenade deals no damage, however any target who fails their Dexterity saving throw versus this grenade must then make a DC 13 Constitution saving throw or become stunned until the end of their next turn.

### GRENADE RANGE

| Throwing Range | Launcher Range | DC |
|---|---|---|
| 20 ft. | 60 ft. | 12 |
| 40 ft. | 120 ft. | 14 |
| 50 ft. | 200 ft. | 16 |
| 60 ft. | 300 ft. | 18 |

### SUBSTITUTE WEAPON AND DAMAGE TYPES

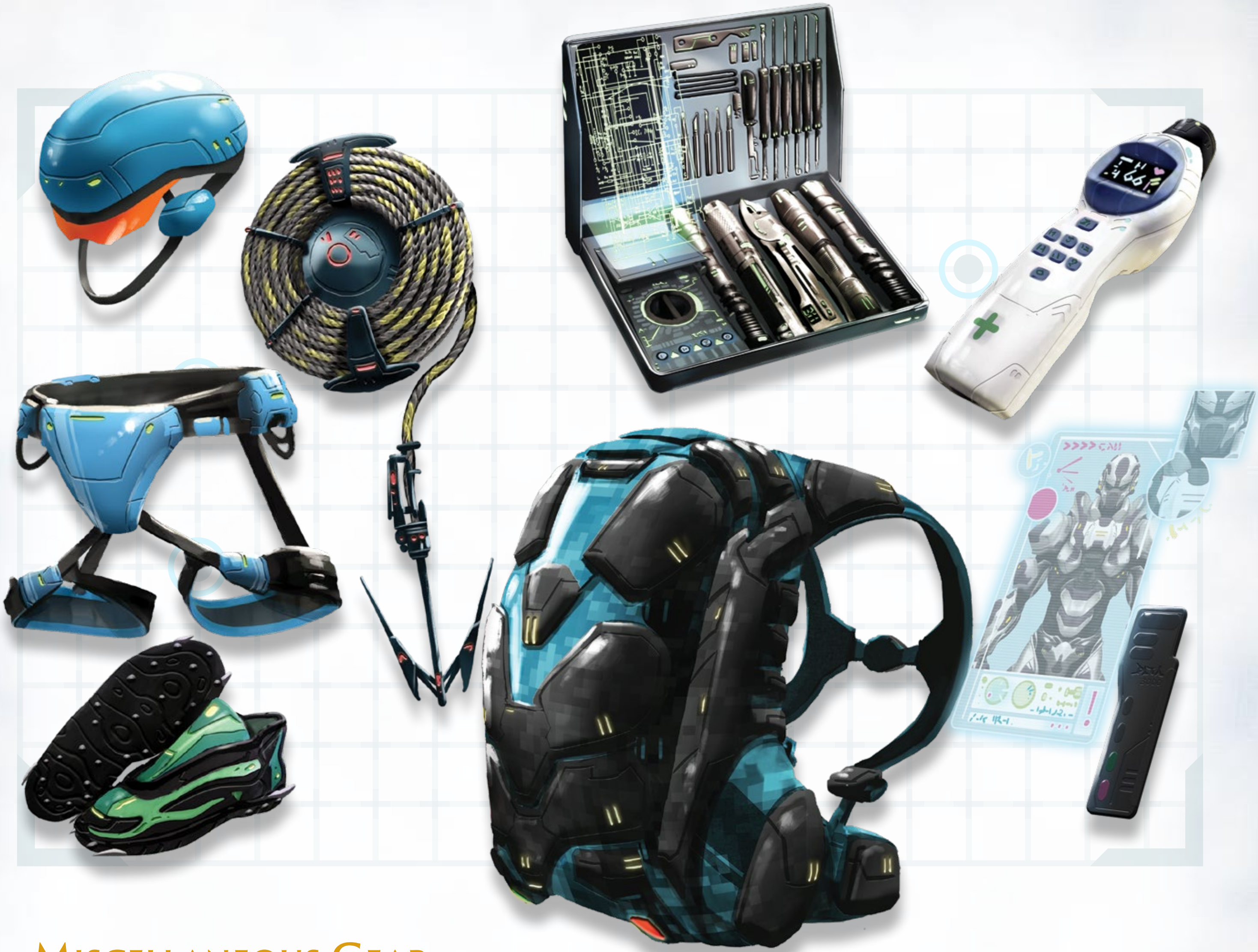
The list on the Weapons table covers most of the standard weapon types used in EG, though these weapons can be made into various forms depending on your game.

***Alternate Weapon Types.*** Though there are many different styles and types of weapons, many of them fall under one of the broad categories listed. A longblade, for example, covers weapons such as the katana or the bastard sword.

***Alternate Damage Types.*** A similar rule applies when dealing with alternating sources of damage. A laser sword, for example, would be considered a longblade that deals radiant damage. To create a disruptor pistol, you would use an autopistol without the burst fire property that deals necrotic damage.

***Keeping Game Balance.*** If you make use of these alternate types, make sure they do not disrupt the balance in your game. For example, regardless of damage type, it's recommended to keep the recoil property to prevent firearms from becoming overpowered. Similarly, unless forge enhanced, weapon damage should still be considered to be mundane in regards to resistances and immunities.

More options for modifying and upgrading weapons is provided in the *Master Technician's Guide*.



## MISCELLANEOUS GEAR

This section describes items that have special rules or require further explanation.

***Antitoxin.*** A creature that drinks or is injected with this liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to automatons or constructs.

***Binoculars (Micro).*** These mini-binoculars extend your visual range. You can see up to a distance of 10 times the range of your normal vision. You cannot see any objects within 15 feet and are at disadvantage to all Wisdom (Perception) checks made to notice anything within 15 feet of you.

***Binoculars (Rangefinding).*** These are slightly larger and function the same as micro binoculars. These, however, also provide a readout of exact distance between you and a chosen point of focus. You also receive advantage to any Intelligence (Investigation) rolls made when searching for any details regarding your point or object of focus.

***Bio-suit.*** This bulky outfit is often used whenever walking into zones deemed to be biohazards. The suit has a built in air filtration unit and is chemically sealed. While wearing this suit, you are immune to poison and disease, however, your movement rate is halved and you cannot take reactions.

***Caltrops.*** As an action, you can spread a box of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

***Chain.*** A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

***Climber's Kit.*** A climber's kit includes spikes, interlocking hooks, boot tips, mag-gloves, and a climbing harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

***Crowbar.*** Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

***Datapad.*** This is a portable digital reading device which allows basic written information, data, images, and maps to be read and transferred from a linked master computer terminal which must be within a range of 200 feet.

## MISCELLANEOUS GEAR

| Item | Cost | Weight |
|---|---|---|
| Ammunition | | |
| *Arrows, steel (20)* | 10 | 1 lb. |
| *Bullets (20)* | 20 | 1 lb. |
| Antitoxin (ampoule) | 500 | — |
| Backpack | 20 | 5 lb. |
| Bag, large | 10 | 2 lb. |
| Bag, small | 5 | 1 lb. |
| Binoculars (Micro) | 50 | 2 lb. |
| Binoculars (Rangefinding) | 200 | 2 lb. |
| Bio-suit | 2000 | 10 lb. |
| Blanket | 20 | 3 lb. |
| Bolt Cutter | 40 | 2 lb. |
| Breathing Filter | 200 | 1 lb. |
| Briefcase | 25 | 2 lb. |
| Caltrops (box of 20) | 20 | 2 lb. |
| Chain (10 feet) | 50 | 10 lb. |
| Climber's kit | 250 | 12 lb. |
| Clothing | | |
| *Basic* | 50 | 3 lb. |
| *Fine* | 150 | 4 lb. |
| *Traveling* | 20 | 4 lb. |
| Crowbar | 20 | 5 lb. |
| Datapad | 50 | 1 lb. |
| Diving Gear | 1200 | 1 lb. |
| Explosive Charge | 600 | 2 lb. |
| Fire Extinguisher | 20 | 10 lb. |
| First Aid Kit | 400 | 8 lb. |
| Flare (pack of 6) | 10 | 3 lb. |
| Flashlight | 10 | 0.5 lb. |
| Flask, small | 10 | 1 lb. |
| Flight Uniform | 40 | 5 lb. |
| Glow Sticks (10) | 2 | 0.5 lb. |
| Grapple Gun | 500 | 3 lb. |
| Hammer | 10 | 3 lb. |
| Hammer, sledge | 20 | 10 lb. |
| Healing ampoule | 500 | 0.5 lb. |
| Holo-projector | 1000 | — |
| Ladder (10-foot) | 10 | 25 lb. |
| Longcoat | 50 | 4 lb. |
| Mag-lock | 300 | 3 lb. |
| Magnetic Boots | 1500 | 8 lb. |
| Mag-seal case | 300 | 2 lb. |
| Medkit | 50 | 3 lb. |

| Item | Cost | Weight |
|---|---|---|
| Metal Pole (10-foot) | 30 | 7 lb. |
| Microfilament Wire (50 feet) | 250 | 1 lb. |
| Microanalyzer (digital microscope) | 300 | 3 lb. |
| Micro-Toolset | 20 | 8 lb. |
| Mirror, hand | 30 | 0.5 lb. |
| Motion Sensor | 500 | 5 lb. |
| Nightvision Goggles | 1500 | 1 lb. |
| Pack Attachment | 200 | 3 lb. |
| Padlock (digital) | 50 | 1 lb. |
| Perfume (bottle) | 100 | — |
| Perfume (vial) | 50 | — |
| Personal Computer | 300 | 4 lb. |
| Plasma Torch | 250 | 2 lb. |
| Poison, basic (ampoule) | 1000 | — |
| Portable Media Device | 200 | 0.5 lb. |
| Propane Lighter (pocket) | 1 | -- |
| Ration pack (1 day) | 20 | 0.5 lb. |
| Recording Unit | 150 | 1 lb. |
| Restraints (metallic) | 10 | 0.5 lb. |
| Restraints (reinforced) | 20 | 1 lb. |
| Rope, cable (50 feet) | 100 | 5 lb. |
| Sensory Jammer | 500 | -- |
| Shovel | 10 | 1 lb. |
| SIM Goggles | 1000 | 0.5 lb. |
| SIM Unit | 500 | 2 lb. |
| Sleeping Bag | 10 | 4 lb. |
| Sealed Bag | 50 | 2 lb. |
| Storage Crate | 50 | 10 lb. |
| Tent (3-5 person) | 40 | 20 lb. |
| Themos | 20 | 3 lb. (full) |
| Two-Way Communicator | 200 | 2 lb. |

## CONTAINER CAPACITY

| Container | Capacity |
|---|---|
| Backpack | 1 cubic foot/30 pounds of gear |
| Bag, large | 2 cubic feet/40 pounds of gear |
| Bag, small | 0.5 cubic foot/10 pounds of gear |
| Briefcase | 0.5 cubic foot/20 pounds of gear |
| Sealed Bag | 3 gallons liquid, 1/2 cubic foot solid |
| Storage Crate | 12 cubic feet/300 pounds of gear |
| Thermos | 3 pints liquid |

***Diving Gear.*** This set of gear includes a wetsuit, oxygen supply, and attachments for underwater maneuvering. While using this gear, you ignore any underwater movement penalties and have advantage on any Strength (Athletics) rolls required for swimming checks made underwater. You gain no benefit from this item if you are wearing any armor other than a PSD.

***Explosive Charge.*** This small block of explosive material can be set off using a timed explosive (set for anywhere between 1 round to 1 hour) or a with a programmed detonator. Activating the charge requires an action and a successful DC 12 Wisdom check using demolition tools. If using a detonator, the charge can be triggered by using a bonus action.

Once triggered, each target in a 15-foot radius of the charge must make a DC 13 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a successful one. Treat this damage as if it were a weapon with the explosive property.

The charge can be moved but disarming it requires a successful DC 12 Wisdom check with demolition tools.

***Fire Extinguisher.*** You may spend an action to extinguish any normal fire or remove any ongoing fire damage effect from any target in a 15 foot cone. This item has 10 uses.

***Flare.*** A flare burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet.

***Flashlight.*** A flashlight can be either held or mounted on a wrist strap, head mount, or chestpiece. It casts bright light in a 60-foot cone and dim light for an additional 60 feet.

***First Aid Kit.*** This kit is contains bandages, ointments, and pain medication. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

***Glow Sticks.*** Each of these sticks glows for 30 minutes, providing dim light in a 20-foot radius.

***Grapple Gun.*** This item has 50 feet of a strong, thin climbing cable coiled within its base. It can be fired and tethered to a surface with a successful DC 12 Dexterity check and hook onto a solid ledge or against most non-metallic surfaces. When using this device, you ignore any Strength rolls required for climbing checks and have a climbing rate of 30. It can hold up to 2 people without snapping. The cable has 3 hit points and an AC of 9 while extended. If used for anything but climbing, however, skill checks may still be required up to the GM's discretion.

***Healing Ampoule.*** A creature that drinks or is injected with this liquid regains 2d4 + 2 hit points. Drinking or administering this medical vial takes an action.

***Holo-projector.*** Linking this item to a SIM Unit or Recording Unit allows you to create three-dimensional recordings within a 10-foot square which include both video and audio. The recordings can last up to 3 minutes and are saved onto recording chips which can be played again on any holo-projector.

***Mag-lock.*** This magnetic clamp lock can be placed on any medium to large container, normal door, or latch. It has a digital coded lock and can only be opened with a successful DC 16 Dexterity check with Infiltration tools or a DC 15 Intelligence check with a Hacker's kit.

***Magnetic Boots.*** Often used by spacers and starship technical crew, these boots allow you to secure yourself onto any metallic surface. In Zero-G, you can move at a rate of 10 feet and do not suffer from disadvantages to ability checks associated with being in Zero-G. In normal gravity, you cannot move and cannot be pushed, pulled, or knocked prone.

***Mag-Seal Case.*** This is a normal briefcase (see Container Capacity) equipped with a small mag-lock.

***Medkit.*** This small pack of emergency stims and anti-viral solutions has enough for three uses. Each use gives you advantage on a single Wisdom (Medicine) roll made to stabilize a dying creature.

***Microfilament Wire.*** Often used as a lighter, more durable replacement for rope or cable, this thin wire, 10 hit points and an AC of 12.

***Micro Toolset.*** This small set of tools grants you advantage on any Wisdom (Mechanics) skill checks to repair minor electronic tools and devices such as a SIM Unit or Portable Media Device. This provides no benefit for complex items such as automatons, computers, drones, weapons, or vehicles.

***Motion Sensor.*** This device is linked to a display screen which presents the device's data. The device can sense motion through walls and solid surfaces, indicating the location of any moving object within 50 feet.

***Nightvision Goggles.*** These provide you with the ability to see in dim light and darkness within 30 feet of you as if it were bright light, and within 60 feet of you as if it were in dim light. You cannot discern color, only shades of gray.

While wearing these goggles, you have disadvantage on all Wisdom (Perception) checks and Intelligence (Investigation) checks having to do with sight. If you are wearing these goggles in bright light during your turn, you must succeed on a DC 12 Dexterity saving throw to remove them or become blinded until the end of your next turn.

***Pack Attachment.*** This is a container the size of a backpack that may be attached directly to the back of any suit of medium or heavy armor. Items carried within this container have their weight reduced by half.

***Padlock.*** Equipped with a key and digital keypad. Without the code, the lock can be picked with infiltration tools and a successful DC 15 Dexterity check.

***Personal Computer.*** A tablet screen with attachable keyboard. It runs standard programs and allows for a mundane connection to the Silrayne Intergalactic Matrix.

***Plasma Torch.*** This small, handheld torch deals 3d6 points of fire damage each round to an immobile object not worn by another creature. The torch requires precision to operate effectively. If used as an improvised weapon, its damage is reduced to 1d6.

***Poison (ampoule).*** A creature that drinks or is injected with this liquid must make DC 10 Constitution saving throw or take 1d4 poison damage and is considered poisoned for 1 minute. The full contents must be used in order to achieve any effect.

***Portable Media Device.*** This could be anything from a digital assistant to a wristphone to smart glasses. PMDs represent any portable device used in everyday life in order to scan and store data, contact others, and access the Silrayne Intergalactic Matrix.

***Recording Unit.*** Usually a piece of headgear or body attachment, this device can record panoramic video at all angles including the recorder and broadcast it simultaneously over multiple media formats. Popular amongst journalists and artists.

***Restraints (metallic).*** These can be used to bind a Small or Medium creature. Escaping the restraints requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of restraints comes with one key. Without the key, a creature proficient with infiltration tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

***Restraints (reinforced).*** Similar to metal restraints, however, these are made of a high-grade, chemically hardened polymer. These restraints have 25 hit points.

***Rope (cable).*** This thin braided cable has 10 hit points and can be burst with a DC 20 Strength check.

***Sensory Jammer.*** This device counteracts the effect of any electronic motion sensor within 50 feet. The jamming signal can be detected with a successful DC 14 Intelligence (Computers) check. This device has no effect on detection based esper talents or techniques.

***SIM Unit.*** This rig is attached to a headpiece that allows the user direct access to the Silrayne Intergalactic Matrix. Unlike regular portable media, a SIM unit allows the user to create and modify programs and experience the SIM in a virtual reality environment using a digital persona.

***Two-way communicator.*** Includes two small earpieces or wrist devices with a range of 150 miles. Up to twenty of these devices can be linked to the same frequency.

### EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

***Agent's Pack (550 cu).*** Includes a backpack, flashlight, metallic restraints, recording unit, 6 flares, 5 days of rations, and 50 feet of microfilament wire.

***Explorer's Pack (600 cu).*** Includes a backpack, flashlight, 6 flares, heated blanket, inflatable bed, mesh coat, 10 days of rations, thermos, and 50 feet of microfilament wire.

***Scientist's Pack (650 cu).*** Includes a backpack, data library, microanalyzer, personal computer, sample kit, 2 magseal jars, injector gun.

***Soldier's Pack (650 cu).*** Includes a backpack, micro-binoculars, flashlight, 6 flares, medkit, 10 days of rations, reinforced restraints, 50 feet of rope cable, sleeping bag, thermos, two-way communicator.

***Technician's Pack (500 cu).*** Includes a backpack, datapad, flashlight, micro-toolset, plasma torch, recording unit, toolbag (large).

## TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to install a new circuit with your digital technician's tools, or a Strength check to mount a heavy metal engine part.

### Tools

| Item | Cost | Weight |
|---|---|---|
| *Artisan's Tools* | | |
| Brewer's Supplies | 200 | 9 lb. |
| Carpenter's Tools | 80 | 6 lb. |
| Chemistry Supplies | 500 | 8 lb. |
| Cooking Supplies | 20 | 8 lb. |
| Cybersmith's Tools | 300 | 8 lb. |
| Demolition Tools | 750 | 10 lb. |
| Digital Technician's Tools | 500 | 5 lb. |
| Gunsmith's Tools | 300 | 6 lb. |
| Jeweler's Tools | 250 | 2 lb. |
| Mason's Tools | 100 | 8 lb. |
| Metalworker's Tools | 400 | 10 lb. |
| Potter's Tools | 100 | 3 lb. |
| Shipwright's Tools | 850 | 15 lb. |
| Tailoring Supplies | 30 | 10 lb. |
| Disguise Kit | 250 | 3 lb. |
| Forgery Kit | 300 | 3 lb. |
| *Gaming Set* | | |
| Dice Set | 5 | -- |
| Playing Card Set | 2 | -- |
| Digital Game Device | 50 | -- |
| Hacker's Kit | 350 | 2 lb. |
| Herbalism Kit | 50 | 3 lb. |
| Infiltration Tools | 250 | 2 lb. |
| *Musical Instrument* | | |
| Drums | 60 | 2 lb. |
| Flute (or any woodwind instrument)) | 200 | 2 lb. |
| Guitar (or any string variation) | 350 | 5 lb. |
| Bugle (or any small brass instrument) | 200 | 2 lb. |
| Keyboard Synthesizer | 450 | 3 lb. |
| Tuba (or any large brass instrument) | 400 | 5 lb. |
| Vehicles | * | * |

***Artisan's Tools.*** These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft.

Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

***Demolition Tools.*** This set includes handheld tools and materials required to either set or disarm an explosive charge (see "Miscellaneous Gear")

***Disguise Kit.*** This small case contains a collection of biosynth polymers, hair dyes, and facial attachments that let you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

***Forgery Kit.*** This small box contains a variety of microfoil sheets, blank data cards and chips, a holo-imprinter, and other supplies necessary to create convincing forgeries of physical documents and identifications. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a forgery of a physical document, digital transmission, or a personal ID.

***Gaming Set.*** This item encompasses a wide range of game pieces, including dice, cards, board games, and video gaming devices. A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

***Hacker's Kit.*** This set of tools enables programming specialists to create programs and generate signal frequencies on the fly. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to run spoofing programs, duplicate hardware, or pull data from a secured databank.

***Herbalism Kit.*** This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and ointments. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit may be used to create antitoxins and solutions that may be used as substitutes for healing ampoules.

***Infiltration Tools.*** This set of tools include micro-forceps, a glass cutter, lockpicks and a data-lock codebreaker. Proficiency with this kit lets you add to your proficiency bonus to any ability checks you make to disarm traps or open locks.

***Musical Instrument.*** Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

## VEHICLES

Vehicles can help you travel quickly as well as carry large amounts of gear that would otherwise slow you down. Vehicles table shows each vehicle's speed and base carrying capacity.

### VEHICLE TYPES AND PROFICIENCY

There are four overall types of vehicles in Esper Genesis. If you have proficiency with a certain kind of vehicle, you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

***Beast:*** Though not as common as machine craft, there are various species of beasts that may serve as mounts throughout the galaxy.

***Planetary:*** This covers all ground and hovercraft as well as low flying cars and bikes that are common in the larger cities.

***Space:*** Includes all spacecraft from fighters to shuttles to large cruisers. Details for spacecraft and starships are detailed in Chapter 10.

***Watercraft:*** This covers any vehicle that travels upon the surface or underwater.

### VEHICLE STATS AND MODIFICATIONS

Only base stats and costs for general vehicle types are provided here. More detailed stats, types, combat rules, and rules for modifications are covered in detail in the *Master Technician's Guide*.

### VEHICLES

| Item | Cost | Average Speed | Carrying Capacity |
|---|---|---|---|
| *Beast Mounts* | | | |
| Large | 750 | 60 ft. | 500 lb. |
| Huge | 2000 | 40 ft. | 1400 lb. |
| *Planetary* | | | |
| Bike (Ground) | 10000 | 450 ft. | 50 lb. |
| Car (Ground) | 25000 | 400 ft. | 250 lb. |
| Hoverbike | 25000 | 500 ft. | 40 lb. |
| Hovercar | 35000 | 450 ft. | 250 lb. |
| *Watercraft* | | | |
| Jet Ski | 5000 | 400 ft. | 20 lb |
| Motorboat | 50000 | 500 ft. | 300 lb |
| Yacht | 150000 | 500 ft. | 900 lb. |

## EXPENSES

When not starhopping between galaxies, exploring strange, alien planets, or waging war against the encroaching darkness, characters face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

### LIFESTYLE EXPENSES

| Lifestyle | Cost/Day |
|---|---|
| Vagrant | 1 cu |
| Squatter | 10 cu |
| Poor | 20 cu |
| Modest | 30 cu |
| Comfortable | 50 cu |
| Luxury | 75 cu |

## LIFESTYLE EXPENSES

Lifestyle expenses provide you with a simple way to account for the cost of day to day life in the galaxy. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when the situation arises.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves and con artists. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

***Vagrant.*** You live in inhumane conditions. With no place to call home, you shelter wherever you can, on street corners, under bridges, in tunnels, and relying on the good graces of people better off than you. A vagrant lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other vagrants covet your gear and equipment, which represent a fortune by their standards. You are beneath the notice of most people.

***Squatter.*** You live in an abandoned tenement building, a closed factory, or the back of a junkyard. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections.

Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

***Poor.*** A poor lifestyle means going without the comforts available in most public places. Simple food and lodgings, worn-out clothes, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a small room in the back of a restaurant or someone's basement. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be shady off-the-books workers, criminals, mercenaries, and other disreputable types.

***Modest.*** A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in the less affluent area of a town or city, renting an apartment or a condo. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include working families, students, minimum wage workers, and the like.

***Comfortable.*** Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You own a house or condo in the decent part of town or have a private hotel room. You associate with ranking military, salaried workers, and city employees.

***Luxury.*** Choosing a luxury lifestyle means living the high life, though you might not have achieved the status associated with the old money of the higher social classes. You live a lifestyle comparable to that of an upscale attorney, a politician, or a business owner. You have respectable lodgings, usually a spacious home in the nice part of town or a luxury suite at a hotel. You likely have a small staff of employees.

## FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

### FOOD, DRINK, AND LODGING

| Item | Cost |
|---|---|
| *Drinks* | |
| Single | 8 cu |
| Double | 12 cu |
| *Room Rentals* | |
| Poor | 10 cu |
| Modest | 15 cu |
| Comfortable | 30 cu |
| Luxury | 50 cu |
| *Meals* | |
| Poor | 3 cu |
| Modest | 5 cu |
| Comfortable | 8 cu |
| Luxury | 10 cu |

## SERVICES

Characters can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts willing to work in dangerous environments.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, such as doctors, tailors, and mechanics.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help with a raid on a well-guarded facility are hirelings, as are pilots hired to take you off-world to a nearby moon. If a high-level character establishes a base or owns their own ship, he or she might hire a whole maintenance staff or flight crew. These hirelings often enjoy a long-term contract that includes a place to live within the owned structure as part of their compensation.

### SERVICES

| Service | Rate |
|---|---|
| *Transport* | |
| Surface | 1 cu per mile |
| Between Cities | 15 cu |
| Planetary | 100 cu |
| *Hireling* | |
| Skilled | 50 cu per day |
| Untrained | 20 cu per day |

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, technician, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, cleaners, and similar workers.

# GRAVEYARD SHIFT *by Will Doyle* (Part 1 of 2)

Walsh sucks in stale, recycled oxygen and waits for System to announce his redundancy.

The rollcall echoes through the refectory loudhailers. As their names are called, the terminated haulers heft their packs and trudge for the shuttles. There's a nod, an embrace. Then they're gone.

Murl glowers at Walsh through black eyes.

"Looks like we made it, H. What was that, twenty percent of the workforce?"

"More like forty. I give it two cycles before System kicks this mess into the long grass."

Walsh spots the quiver on Murl's brow that spells confusion. Faint, but Walsh knows Kesh better than most humans.

"Grass is a type of plant, Murl."

Murl's frown deepens.

"It's an expression."

The remaining workers trickle out through the decks. The wreck is emptier now, like a stadium in the dead hours before dawn. Freefalling through elevator shafts, Walsh dreams again about unplugging his oxygen. Murl's voice tugs him from his reverie.

"Looks like Freight Compartment Five is scuttled. Nothing there but dregs. Hitch is headed for Seven. That leaves us Eighteen or Nine. Your call."

Walsh tests his suit's lifters. The right actuator judders, just like before.

"Let's take Nine. More chance it's been stripped, but closer to home if my EVA packs in."

Murl remains silent and Walsh knows that's good. Kesh aren't in the habit of holding fire over disagreements. Walsh guesses his suit must be worse than he imagined.

The catacombs gleam with ice. Walsh passes a rift in the outer hull and feels dizzy, like he could slip out there and keep spinning in the dark.

"Gotta be a nuke, right?"

Murl's been guessing since they got here. Walsh gave up theorizing three cycles back. Whatever fragged the wreck, he hopes it comes back to finish the job.

They drop into Freight Compartment Nine through a broken energy conduit. All around them, colonists sleep in capsules on the curved walls. Some drift aimlessly, but most remain in their brackets. Walsh whistles.

"What's on the inventory?"

Murl thumbs his touchscreen.

"Fifteen hundred dreamers. Mostly Class Bs: mid-rank entrepreneurs, media execs, some low-grade bankers. A few Class As if we can sniff 'em out."

Walsh jets to the nearest capsule.

"If they're as undamaged as they look, we've hit paydirt."

He wipes ice from the surface. A woman sleeps inside, lips twitching with the hint of a smile. Her ID reads B4: lower-end, maybe middle-management. Her name is Kara.

"System. How much you paying this cycle for B4 recovery?"

The central processor's voice crackles through his communicator, forever distant.

"B4 are no longer cost-effective. As of this cycle, salvage rates begin at B2."

Walsh curses under his breath and thrusts back to Murl. Behind him, rime forms over Kara's face.

"That's got to be half this compartment wasted."

Murl shrugs.

"Said yourself this wreck has two cycles left. System can't afford to hang around, so she's gotta pick out the plums."

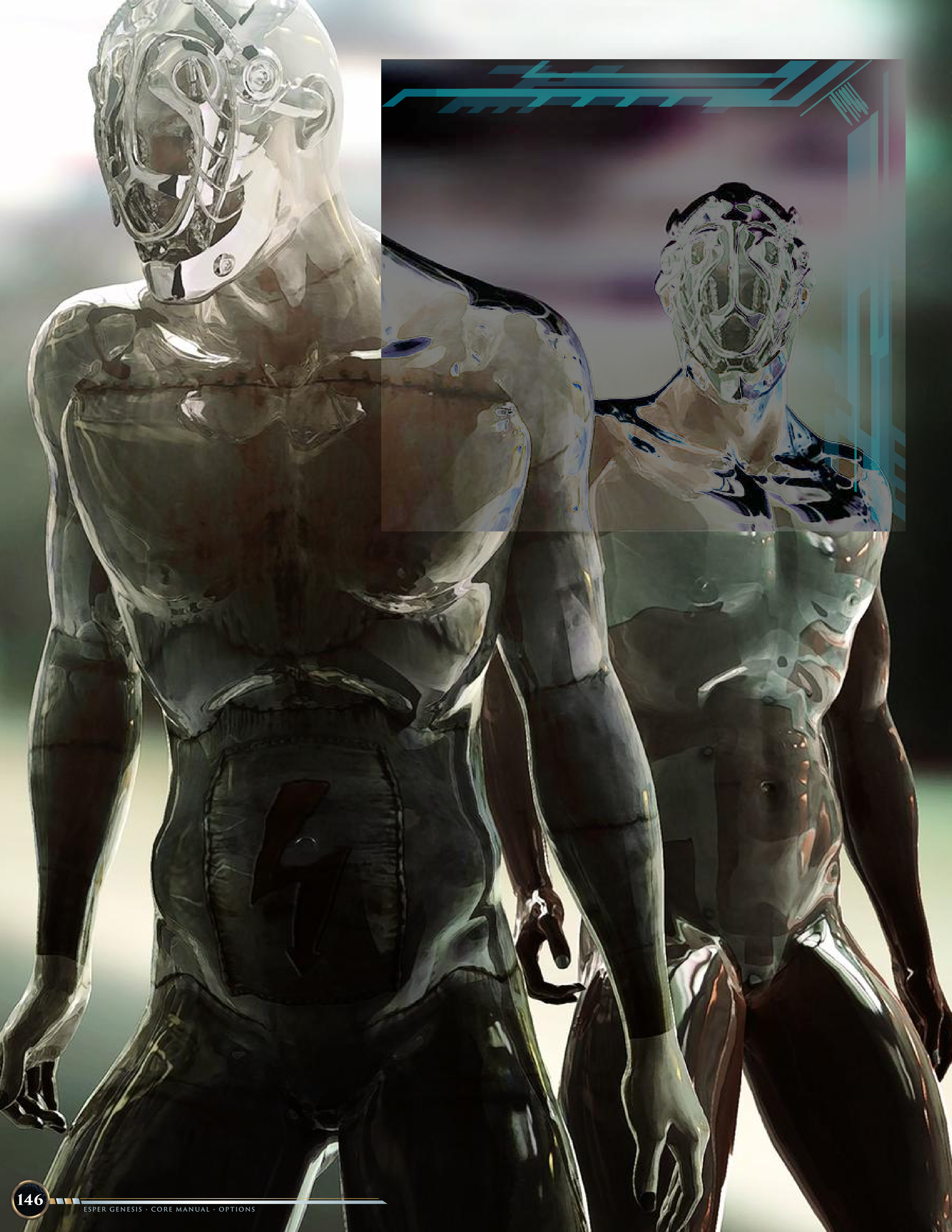
"Cherries, Murl. Cherries."

Walsh watches his vacation fade before his eyes.

"Let's get lifting."

Walsh and Murl haul the dreamers into the shaft, lashing the capsules together with tow straps. As each new colonist joins the assembly, Walsh rings up the salvage on his touchscreen. After expenses, it's not much.

*(continued on page 155)*



EVEN AFTER YOU FINISH CREATING YOUR CHARACTER, YOU HAVE a multitude of different elements and options available for building, advancing, and fine-tuning your character as they progress thorugh their career. Even with such a large variety of choices, there are some additional optional rules that, with your GM's permission, allow you to go a step further in tailoring your character.

The first of these options is called **multiclassing**, which allows you to combine the abilities of different classes while your character advances in level. The other is a set of special advancement options called **feats**. You may alternatively choose a feat instead of your ability score increases, gaining specific benefits and additional abilities.

It is up to the GM whether or not these additional options are available in their campaign.

# MULTICLASSING

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options.

With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in melder and two in warrior, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

## PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

### MULTICLASSING PREREQUISITES

| Class | Ability Score Minimum |
|---|---|
| Adept | Charisma 13 |
| Cybermancer | Intelligence 13 |
| Engineer | Wisdom 13 |
| Hunter | Dexterity 13 and Wisdom 13 |
| Melder | Intelligence 13 |
| Sentinel | Strength 13 and Charisma 13 |
| Specialist | Dexterity 13 |
| Warrior | Strength 13 or Dexterity 13 |

## EXPERIENCE POINTS

The experience point cost to gain a level is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. So, if you are an engineer 6/warrior 1, you must gain enough XP to reach 8th level before you can take your second level as a warrior or your seventh level as an engineer.

## HIT POINTS AND HIT DICE

You gain the hit points from your new class as described for levels after 1st. You gain the 1st---level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. If your classes give you Hit Dice of different types, keep track of them separately.

For example, both the warrior and the sentinel have a d10, so if you are a sentinel 5/warrior 5, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a sentinel 5/engineer 5, for example, you have five d10 Hit Dice and five d8 Hit Dice.

## PROFICIENCY BONUS

Your proficiency bonus is always based on your total character level, as shown in the Character Advancement table in chapter 1, not your level in a particular class. For example, if you are a warrior 3/specialist 2, you have the proficiency bonus of a 5th-level character, which is +3.

## PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of new class's starting proficiencies, as shown in the following table.

### MULTICLASSING PROFICIENCIES

| Class | Proficiencies Gained |
|---|---|
| Adept | — |
| Cybermancer | Light armor, simple weapons |
| Engineer | Light armor, medium armor, choice of either one artisan tool or one vehicle proficiency |
| Hunter | Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class's skill list |
| Melder | — |
| Sentinel | Light armor, medium armor, shields, simple weapons, martial weapons |
| Specialist | Light armor, one skill from the class's skill list, infiltration tools |
| Warrior | Light armor, medium armor, shields, simple weapons, martial weapons |

## Class Features

When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment, and a few features have additional rules when you're multiclassing: Channeling/Forging, Esper Mastery, Extra Attack, Rig Expansion, and Unarmored Defense.

### Channeling/Forging

Your capacity for using esper powers depends partly on your combined levels in all your classes and partly on your individual levels in those classes. Once you have the Channeling or Forging feature from more than one class, use the rules below. If you multiclass but have the Channeling or Forging feature from only one class, you follow the rules as described in that class.

***Powers Known.*** You determine what powers you know and can prepare (if necessary) for each class individually, as if you were a single-classed member of that class. Also, if you have a class that uses talents and another that uses techniques, they function individually within that class. If you are a hunter 4/melder 3, for example, you know three rank 1 hunter techniques based on your levels in the hunter class. As 3rd-level melder, you know three prime talents and ten melder talents, three of which (the two you gained when you reached 3rd level as a melder) can be rank 2 talents.

Each talent and technique you know is associated with one of your classes, and you use the esper ability of that class when you activate the power.

***Talent Points.*** You determine your available talent points by adding together all your levels in the adept, cybermancer, and melder classes, and a third of your specialist and warrior levels (rounded down) if you have the Artifice or Justicar archetypes. Use this total to determine your talent points by consulting the Multiclass Channeling table.

Your maximum talent rank is determined by the highest rank allowed between each of your individual classes. For example, if you are a warrior 8/melder 7, your maximum talent rank is 4 (as noted for a 7th-level melder, which is higher than the Justicar warrior's maximum rank of 2).

***Tech Slots.*** You determine your available tech slots by adding together all your levels in the engineer class and half your levels (rounded down) in the hunter and sentinel classes. Use this total to determine your tech slots by consulting the Multiclass Forging table.

If you have more than one forging class, this table might give you tech slots of a level that is higher than the techniques you know. You can use those slots, but only to activate your lower rank techniques. If a lower rank technique, like *laser blast*, has an enhanced effect when activate it using a higher rank slot, you can use the enhanced effect, even though you don't have any techniques of that higher rank.

For example, if you are a hunter 4/engineer 3, you count as a 5th-level character when determining your tech slots: you have four rank 1 slots, three rank 2 slots, and two rank 3 slots. However, you don't know any rank 3 engineer techniques, nor do you know any rank 3 hunter techniques. You can use the tech slots of those levels to activate the techniques you do know—and potentially enhance their effects.

***Code Channeling.*** If you have both the Channeling class feature and the Code Channeling class feature from the cybermancer class, you can use the talent slots you gain from the Code Channeling feature to activate powers you know from classes with the Channeling class feature, and you can use the talent points you gain from the Channeling class feature to activate cybermancer talents you know.

### Multiclass Channeling

| Level | Talent Points | Level | Talent Points |
|---|---|---|---|
| 1st | 4 | 11th | 73 |
| 2nd | 6 | 12th | 78 |
| 3rd | 14 | 13th | 83 |
| 4th | 17 | 14th | 88 |
| 5th | 27 | 15th | 94 |
| 6th | 32 | 16th | 100 |
| 7th | 38 | 17th | 107 |
| 8th | 44 | 18th | 114 |
| 9th | 57 | 19th | 123 |
| 10th | 64 | 20th | 133 |

### Multiclass Forging

| | —Tech Slots per Technique Rank— | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Level | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| 1st | 2 | — | — | — | — | — | — | — | — |
| 2nd | 3 | — | — | — | — | — | — | — | — |
| 3rd | 4 | 2 | — | — | — | — | — | — | — |
| 4th | 4 | 3 | — | — | — | — | — | — | — |
| 5th | 4 | 3 | 2 | — | — | — | — | — | — |
| 6th | 4 | 3 | 3 | — | — | — | — | — | — |
| 7th | 4 | 3 | 3 | 1 | — | — | — | — | — |
| 8th | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9th | 4 | 3 | 3 | 3 | 1 | — | — | — | — |
| 10th | 4 | 3 | 3 | 3 | 2 | — | — | — | — |
| 11th | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 12th | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — |
| 13th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 14th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — |
| 15th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 16th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — |
| 17th | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 |
| 18th | 4 | 3 | 3 | 3 | 3 | 1 | 1 | 1 | 1 |
| 19th | 4 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 1 |
| 20th | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 1 | 1 |

### EXTRA ATTACK

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the warrior's version of Extra Attack does). Similarly, the cybermancer's complex pattern Combat Upgrade doesn't give you additional attacks if you also have Extra Attack.

### RIG EXPANSION

If you already have the Rig Expansion feature and gain a level in a class that also grants the feature, you gain the Rig Expansion effects granted by that class, but getting the feature again doesn't give you an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you. For example, if you are an engineer 6/sentinel 4, you can use Rig Expansion twice between rests because you are high enough level in the engineer class to have more uses. Whenever you use the feature, you can choose any of the Rig Expansion effects available to you from your two classes.

### UNARMORED DEFENSE

If you already have the Unarmored Defense feature from a race or class, you can't gain it again from another race or class.

# FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a crippling disease—you can't benefit from the Grappler feat until your Strength is restored.

## ACROBAT

You are adept at maneuvers requiring extraordinary balance and agility.

- Increase your Dexterity score by 1, to a maximum of 20.
- You can use your Dexterity bonus instead of Strength on Athletics checks made for climbing, jumping, and running.
- When making a Burst save, you can add your Dexterity modifier twice to the roll instead of once.

## ADAPTABLE

Choose one ability score. Increase that ability score by 1, to a maximum of 20. You also gain proficiency in saving throws for that ability.

## ALERTNESS

You are always cautious of danger, and are rarely caught unaware.

- You have advantage on initiative checks.
- You can't be surprised, so long as you are not stunned or unconscious.
- Creatures can't gain advantage on attack rolls against you as a result of being hidden from you.

## ATHLETIC

Your rigorous training has made you skilled at leaping, jumping, and maneuvering.

- Your Strength or Dexterity score (choose one) increases by 1, to a maximum of 20.
- You can stand from a prone position by only expending 5 feet of your movement.
- Once per short rest you can gain advantage on any Strength or Dexterity skill check that involves running, jumping, or climbing.

## BRAWLER

You are skilled at fighting unarmed.

- Increase your Strength or Constitution score (choose one) by 1, to a maximum of 20.
- Your unarmed strikes deal a d4 bludgeoning damage.
- You are considered to be proficient with improvised weapons
- When you hit a target with an unarmed strike on your turn, you can use a bonus action to attempt to grapple the target.

## CHARGING EXPERTISE

You can rush into combat, ending your charge with a brutal attack.

- When you use the Dash action on your turn, you can spend a bonus action to make a melee weapon attack or attempt to shove a creature.
- If you move at least 10 feet in a straight line during your Dash action, you gain a +5 bonus to damage on the attack made with your bonus action or push the target up to 10 feet away on the shove attempt made with your bonus action.
- If you move at least 10 feet in a straight line during your Dash action, opportunity attacks made against you have disadvantage.

## Combat Esper

You are skilled at managing your esper powers even when threatened or distracted.

- You gain advantage on your Constitution saving throws you make whenever attempting to maintain concentration on your powers during combat.
- You can activate your powers even when wielding weapons or a shield in both hands.
- When an opponent provokes an attack of opportunity from you, you can spend your reaction to use a prime talent or technique at that target.

## Combat Pilot

Prerequisite: Proficiency with Vehicles (Space)
You are a master at piloting spacecraft in dangerous situations.

- Increase your Dexterity or Wisdom score (choose one) by 1, to a maximum of 20.
- When piloting a ship, your Maneuver Defense increases by 2.
- When your ship is hit with a weapon attack, you can use your reaction to increase your AC versus that attack by an amount equal to half your level plus your Wisdom modifier. When you increase your AC using this feat, you can't do so again until you complete a short or long rest.

## Cosmic Savant

*Prerequisite: The ability to use at least one esper power*

When you gain this feat, choose one of the following damage types: force, necrotic, or radiant. Your choice grants you the following benefits.

- You have advantage on saving throws against that damage type.
- Whenever you use a power that deals damage of your chosen type and requires a saving throw to resist the damage, each target has a -2 penalty to their save.

You can choose this feat multiple times. Each time you do so, you must choose a diffferent damage type.

## Demolitionist

You are skilled at using grenades and explosives.

- Increase your Strength or Wisdom score (choose one) by 1, to a maximum of 20.
- You gain proficiency with grenades
- You can set an explosive charge or similar explosive device by using a bonus action.

## Dual Weapon Fighter

You become an expert at dual wielding weapons.

- When fighting with two melee weapons, you gain a +1 bonus to AC.
- You can use two-weapon fighting with one-handed weapons, even if they don't have the light property.

- You can draw or put away two one-handed weapons in the same motion it would normally take draw or put away only one weapon.

## ELEMENTALIST

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder. Your choice grants you the following benefits.

- Your powers that deal damage of your chosen type,ignore resistance to the damage.
- Whenever you roll for damage on a power you use that deals damage of that type, you can choose to reroll and must take the new result. You can do this once and must complete a short rest before you can do so again.

You can choose this feat multiple times. Each time you do so, you must choose a diffferent damage type.

## ESPER HUNTER

You are a hunter and slayer of those who wield esper powers.

- When a creature within 5 feet of you uses an esper power, you can use your reaction to make an opportunity attack against that creature.
- If you successfully damage a creature that is concentrating on an esper power, that creature has disadvantage on its saving throw made to maintain its concentration.
- If you see a creature use an esper power, until the end of your next turn, the next attack you make against that creature using the Attack action is made with advantage.

## FLEET FOOTED

You can move faster and farther than most.

- Your speed increases by 10 feet.
- Whenever you move, you may move through up to half of your speed through difficult terrain each round as if it were normal terrain.
- When you move at least 30 feet during your turn, your AC increases by 1 until the start of your next turn.

## FORTUITOUS

You have an uncanny amount of luck.

You have three fortune dice which are d6s. Whenever you make an attack roll, an ability check, or a saving throw, you can expend one of these dice by rolling it and adding the result to your initial roll. You can choose to expend fortune dice after your initial roll but before the outcome is determined.

In addition, when an attack roll is made against you, you can expend fortune dice and subtract the result from the attack roll.

You can expend more than one fortune die at a time, but they must be expended at the same time. You regain your expended fortune dice when you finish a long rest.

## GRAPPLER

*Prerequisite: Strength 13 or higher*

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You have advantage on attack rolls against a creature who has grappled you in Zero-G.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

## GREAT WEAPON FIGHTER

*Prerequisite: Proficiency with martial weapons*

You are a master at wielding heavy melee weapons.

- When you hit a creature with an attack made with a heavy melee weapon, you can use a bonus action to attempt to shove the creature.
- When making a melee attack with a heavy weapon, you can choose to suffer a -5 penalty to the attack roll before you make it. If the attack hits, you add +10 bonus to the attack's damage.

## GUNSMITH

You have a greater familiarity with firearms and their usage.

- Increase your Dexterity score by 1, to a maximum of 20.
- When you roll a 1 on an attack roll when using a firearm, there is no chance of you experiencing a firearm jam.
- Replacing a clip no longer requires a bonus action and can be done as if drawing or holstering a weapon.

## HEARTY

Your body is resilient against poisons, diseases, and other maladies.

- Increase your Constitution score by 1, to a maximum of 20.
- You can remove the the effects of one poison, disease, or virus. Once you remove an effect using this feat, you can't do so again until you complete a short or long rest.

## HEAVILY OUTFITTED

*Prerequisite: Proficiency with medium armor*

You are trained to use and function in heavy armor.

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with heavy armor

## HEAVY ARMOR MASTER

*Prerequisite: Proficiency with heavy armor*

You have learned how to use heavy armor to its fullest potential.

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, any bludgeoning, piercing, or slashing damage you take from mundane or weapons is reduced by 3.
- You gain resistance to damage dealt by explosives.

## HEAVY GUNNER

*Prerequisite: Proficiency with martial weapons*

You are a master at using large or heavy automatic weapons.

- Increase your Strength score by 1, to a maximum of 20.
- When wielding a ranged weapon with the burst fire property, its recoil value is reduced by 1.
- When you make a Burst fire attack using the Attack action, you can use a bonus action to make a ranged weapon attack with the same weapon.

## INSPIRING LEADER

*Prerequisite: Charisma 13 or higher*

You are capable of awe-inspiring leadership, and that leadership gives your allies strength.

If you spend at least 5 minutes giving an inspiring speech or pep talk, all allies within 30 feet who can see, hear, and understand you gain temporary hit points equal to your level. If you spend at least 10 minutes giving your speech, you can add your Charisma modifier to the temporary bonus hit points gained. Once a creature has gained temporary hit points from this feat, it can't do so again until it has finished a short or long rest.

## KEEN MINDED

Your intellect is practiced and sharp.

- Increase your Intelligence or Wisdom score (choose one) by 1, to a maximum of 20.
- You can recall anything you've seen or heard within a number of weeks equal to your Intelligence modifier.
- By spending at least 5 minutes discussing a problem or puzzle with your allies, you can turn any Wisdom (Insight) or Intelligence (Investigation) check into a group check (see "Group Checks" in chapter 7).

## LIGHTLY OUTFITTED

You are trained to use and function in light armor.

- Increase your Strength or Dexterity score (choose one) by 1, to a maximum of 20.
- You gain proficiency with light armor

## LINGUISTICS EXPERT

You have studied a variety of languages, scripts, and codes.

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice
- You gain advantage to Intelligence checks made to decipher a written or digital code or script, or any message that uses a cipher or symbolic reference.

## MODERATELY OUTFITTED

*Prerequisite: Proficiency with light armor*

You are trained to use and function in medium armor and shields.

- Increase your Strength or Dexterity score (choose one) by 1, to a maximum of 20.
- You gain proficiency with medium armor and shields.

## MASTER HACKER

You are skilled at infiltrating and programming computer systems.

- You gain proficiency in a Hacker's kit.
- You gain advantage on Intelligence (Computers) checks made to break through the security of any computer system or access the functions of a foreign system.
- Whenever a target must make a saving throw against a spoofing program you use, that target has disadvantage to their save.

## MASTER INFILTRATOR

You are a master at finding your way into highly secure locations.

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to detect and locate hidden doors and passages.
- You have a +2 bonus to Dexterity checks made when using infiltration tools to disable locks, security devices, and traps.
- You have advantage on saving throws made to avoid or resist traps.

## MEDIUM ARMOR MASTER

*Prerequisite: Proficiency with medium armor*

You have learned how to use medium armor to its fullest potential.

- You do not have disadvantage to your Dexterity (Stealth) checks due to wearing medium armor.
- When you are wearing medium armor, the maximum Dexterity modifier you can add to your AC increases to 3.

## PHYSICIAN

You are a capable healer, able to mend wounds and treat ailments.

- When you use a medkit to stabilize a dying target, they also regain hit points equal to your Wisdom modifier.
- You can spend one use of a medkit to tend to a creature's wounds. The creature regains hit points as if they had used a recovery die during a rest. This does not count against their daily total. A creature can't gain hit points from this feat again until they complete a long rest.
- Under your care, characters expending recovery dice during rest gain a bonus amount of additional hit points equal to your Wisdom modifier for each recovery die they spend.

## POLEARM MASTER

You are a master with wielding polearms.

- When you attack with an energy staff, glaive, or staff using the Attack action, you can use a bonus action to attack with the other end of your weapon. Make an attack roll as if you were attacking with the weapon normally. On a hit you deal 1d4 bludgeoning damage plus your Strength modifier.
- While you are wielding an energy staff, glaive, or staff, other creatures that enter your reach with that weapon provoke an opportunity attack from you.

## SHIELD MASTER

*Prerequisite: Proficiency with shields*

You are a master at making versatile use of your shield's protective capabilities.

- When you make an attack with the Attack action on your turn, you can use a bonus action to use your shield and attempt to shove a creature you can see within 5 feet of you.
- If you aren't blinded or incapacitated, you gain a +2 bonus to Dexterity saving throws you make against any esper power or effect that only targets you.
- If you are affected by an esper power or effect that requires you to make a Dexterity saving throw to take half damage, you can use your reaction to use your shield and take no damage if you succeed on the saving throw.

## SHIP'S TACTICAL

You are specially trained with using the weapons on a starship.

- Increase your Dexterity or Wisdom score (choose one) by 1, to a maximum of 20.
- When your pilot uses their action to take Evasive manuevers, the maneuver does not incur disadvantage to your weapon attack rolls.
- When using your action to make a weapon attack with a ship's weapon, you can use your bonus action to perform the Focused aim maneuver before you make your attack roll.

## SKILLFUL

You have a versatile skill set. Choose any three skills you are not already proficient in. You gain proficiency with those skills.

## SNIPER

Your skill with ranged weapons allows you to make amazing shots with ease.

- Attacking beyond a weapon's normal range doesn't impose a disadvantage to your attack roll. You still can't attack beyond the weapon's long range.
- Your ranged attacks ignore all but total cover.
- When making a ranged attack, you can choose to suffer a -5 penalty to the attack roll before you make it. If the attack hits, you add +10 bonus to the attack's damage.

## SPACE PILOT

You are skilled in piloting small and medium sized spacecraft.

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with Vehicles (Space).

## SPEED SHOT

You are a master at using firearms with amazing speed.

- You ignore the reload property of any firearm with which you are proficient.
- When making a weapon attack with a ranged weapon against a target within 5 feet of you, you do not have disadvantage to the attack roll.
- If you make an attack using the Attack action with a one-handed weapon and you are wielding a pistol in your off-hand, you can attack once with that pistol using a bonus action.

## STEALTHY

*Prequisite: Dexterity 13 or higher*

You are skilled at hiding and operating from the shadows.

- You can make Dexterity (Stealth) checks to hide when you are only lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and you miss it with a ranged attack, you remain hidden from discovery.
- You can see in dim light without having disadvantage to your Perception checks that rely on sight.

## STUNT DRIVER

*Prerequisite: Proficiency with Vehicles (Planetary)*

You are an expert behind the controls of any planetary vehicle.

- Attacking from a moving vehicle doesn't impose disadvantage on your attack rolls. In addition, when you make an attack from a vehicle you are operating, you don't have to make a Dexterity check to maintain control over the vehicle.
- Add double your proficiency bonus to any Dexterity check made to perform a difficult or high-speed turn.
- When your vehicle is hit with an attack, you can use your reaction to add your proficiency bonus to your vehicle's AC against that attack.

## TECHNICAL EXPERT

You have a knack when dealing with machines and electronics.

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage to Wisdom (Mechanics) checks made to restore functionality to a broken machine or electronic device.
- When you use a repair kit to prevent an automaton, cyborg, or construct from shutting down, it also regains hit points equal to your Wisdom modifier.

## THESPIAN

You are skilled at impersonation and drama.

- Increase your Charisma score by 1, to a maximum of 20.
- When impersonating another person's looks, mannerisms or speech, you gain advantage on Charisma (Deception) and Charisma (Performance) checks.

## TOUGH

- When you take this feat, you gain a number of hit points equal to twice your level.
- Whenever you gain a new level, you gain an additional 2 hit points to your hit point maximum.
- During a rest, you recover 1 additional hit point whenever you use a recovery die to regain hit points.

## VIGILANT

Your eyesight is especially keen, and you pick up on minute details.

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You are considered to be proficient in the Perception and Investigation skills. If you are already proficient in those skills, you can add double your proficiency bonus to your Wisdom (Perception) and Intelligence (Investigation) checks.
- You can read the lips of a speaking target if you can see their mouth moving and it is in a language that you can understand.

## WEAPONS SPECIALIST

- Increase your Strength or Dexterity score (choose one) by 1, to a maximum of 20.
- You gain proficiency with five weapons of your choice. Each weapon must be either a simple or a martial weapon.

# GRAVEYARD SHIFT

*by Will Doyle* (Part 2 of 2, cont. from pg 145)

"What you gonna do when you rotate back, H?"

Walsh shunts another capsule toward Murl and realises he doesn't have a life plan. Maybe he's never had one. Maybe this wreck is his home now (at least until he unplugs his oxygen).

"I don't know. Fix myself a family, I guess."

The drifting capsule holds a human boy, maybe eight years old. He's a B2, but only because his dad got lucky and invested in a moon off Ondus. Under the ice, he looks like he's crying. 1,000 dollars max, after expenses. Murl hooks him in and straps him to the assembly.

"You're too ugly to be a family guy."

"Rich, coming from dreck like you. I don't even know what gender you are."

"Rest assured, brother, I'm not the kind to get giddy for you."

Murl drifts toward another bank of colonists and sweeps their IDs. Walsh checks his oxygen.

"Guess I always wanted to roam. Be someone."

"What, like an Esper? Get yourself jacked with some of that sweet sorium?"

Walsh smiles.

"I should be so lucky."

One moment, Murl is moving a capsule from the bank, the next he's dust. Walsh spots the munitions just before they detonate. As he tumbles in the shockwave, he regrets that Murl won't know that cluster bombs downed the wreck.

Walsh hits the wall in a blizzard of broken metal, flesh and ceramic composite. He tries to thrust away, but his right actuator locks, twisting him face-first against the surface. Capsules slam into him, shattering one of his legs and pinning him flat. All of a sudden, Walsh isn't in such a hurry to die.

His EVA pack is ruined. He can't move his lower body under the capsules, can't free his arm. Oxygen tanks intact, but low. Pneumatics shot. Fingers broken. All around, blood and dust swirl like raindrops. Which bits belong to Murl, and which to the colonists?

"System, we've had a blowout in Freight Compartment Nine. I'm trapped down here."

"Understood. What is the status of the salvage?"

Walsh's suit starts to leak recycled fluids around his left leg. Either that, or he's bleeding. He cranes his head to look around the compartment.

"Not good. Most of the capsules are ruptured. Murl's dead too."

"Are you in need of assistance?"

"I'm trapped under the wreckage. My EVA is busted and I'm low on oxygen. Listen, Hitch is working up in Compartment Seven. Can you send him down?"

"Please confirm your corporate status."

Walsh's head starts to spin.

"My corporate status? Why?"

"Please confirm your corporate status to effect rescue."

"C5! I'm a C5."

"With regret, you are longer cost-effective. As of this cycle, salvage rates begin at B2."

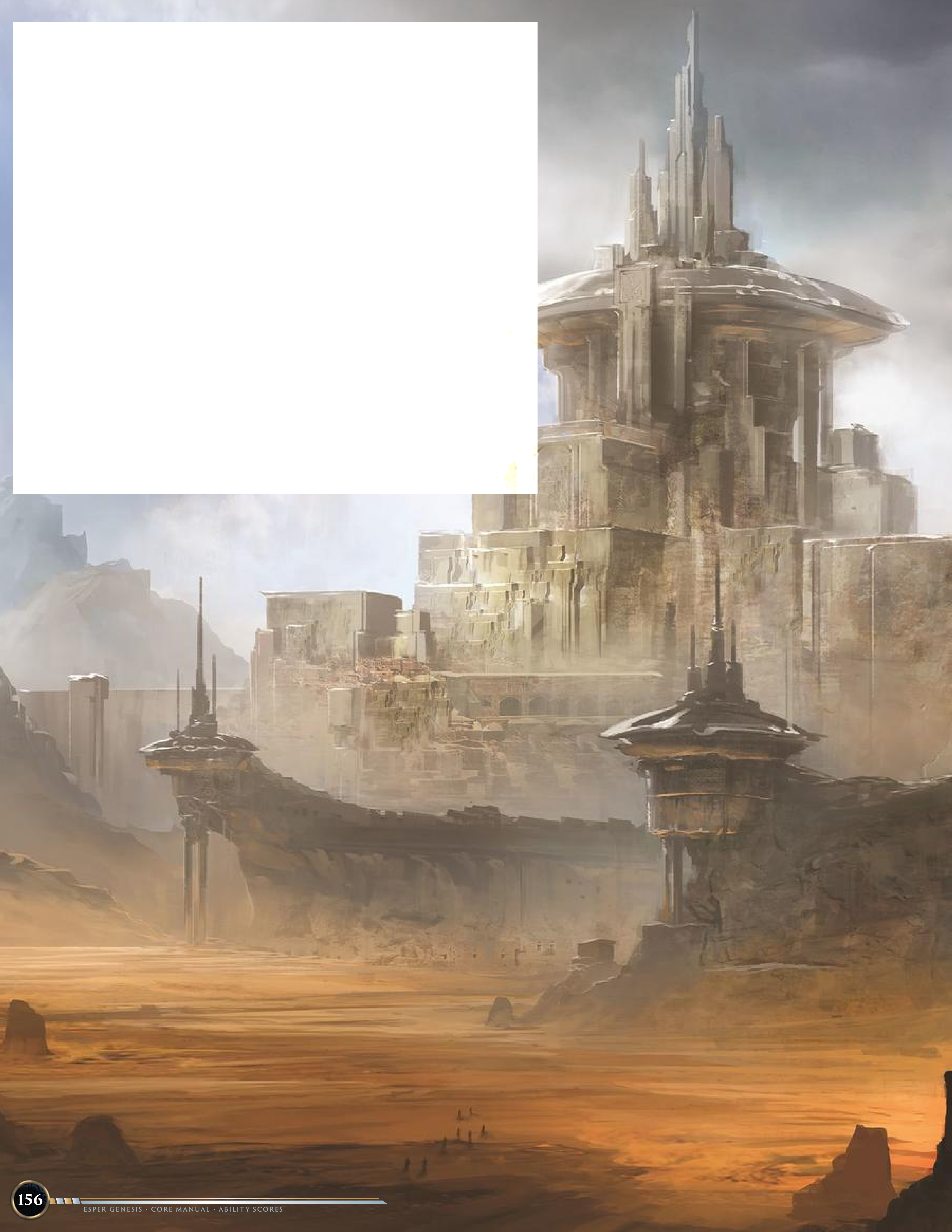
Walsh realises he's going to die. To live, he needs to extract himself from the suffocating wreckage, siphon oxygen to his suit, plug the fluid leaks, jury-rig his EVA, and then somehow limp back home through three airless cargo decks. All with broken fingers.

Walsh grits his teeth.

"Let's get lifting."

Because at the end of that journey lies a new life. Walsh is done with hauling, done with deadbeat jobs at the deadend of nowhere. He's done with this wreck.

And he won't let death get in his way.



SIX ABILITIES PROVIDE A QUICK DESCRIPTION OF EVERY creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses. In addition to the skill checks defined below, these scores can help define a character's personality, provide insight into events or choices they have made, or what aspect of themselves they may rely on in difficult situations.

The three main rolls of the game—the ability check, the saving throw, and the attack roll—rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

This chapter focuses on how to make ability checks and saving throws, covering much of the activities each character performs throughout the game. Rules for attack rolls can be found along with the rest of the combat rules in chapter 9.

## ABILITY SCORES AND MODIFIERS

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers (and many monsters) are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Characters can have scores as high as 20, and epic and transcendent creatures can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from −5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

### ABILITY SCORES AND MODIFIERS

| Score | Modifier | Score | Modifier |
|---|---|---|---|
| 1 | -5 | 16-17 | +3 |
| 2-3 | -4 | 18-19 | +4 |
| 4-5 | -3 | 20-21 | +5 |
| 6-7 | -2 | 22-23 | +6 |
| 8-9 | -1 | 24-25 | +7 |
| 10-11 | 0 | 26-27 | +8 |
| 12-13 | +1 | 28-29 | +9 |
| 14-15 | +2 | 30 | +10 |

## ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or power tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and a trait or power that lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a character has advantage or disadvantage on an ability check and rolls a 1 and a 13, they could use their character trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or powers. Inspiration can also give a character advantage. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

## PROFICIENCY BONUS

Characters have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the specialist's Natural Aptitude feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the Lore skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (Lore) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

## ABILITY CHECKS

An ability check tests a character's or threat's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or threat attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a **Difficulty Class (DC).** The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

### TYPICAL DIFFICULTY CLASSES

| Task Difficulty | DC |
|---|---|
| Very Easy | 5 |
| Easy | 10 |
| Medium | 15 |
| Hard | 20 |
| Very Hard | 25 |
| Nearly Impossible | 30 |

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or threat makes no progress toward the objective or makes progress combined with a setback determined by the GM.

## CONTESTS

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a data chip that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal— for example, when a xenomorphic beast tries to force open a door that a character is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a key chip off the floor, neither character grabs it. In a contest between a monster trying to open a door and a character trying to keep the door closed, a tie means that the door remains shut.

## SKILLS

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a threat's skill proficiencies appear in the threat's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this section for examples of how to use a skill associated with an ability.

**Strength**
Athletics

**Dexterity**
Acrobatics
Sleight of Hand
Stealth

**Intelligence**
Astrophysics
Computers
Investigation
Lore
Xenobiology

**Wisdom**
Insight
Mechanics
Medicine
Perception
Survival

**Charisma**
Deception
Intimidation
Performance
Persuasion

Sometimes, the GM might ask for an ability check using a specific skill—for example, “Make a Wisdom (Perception) check.” At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up an exhaust pipe, the GM might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character’s proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

### VARIANT: SKILLS WITH DIFFERENT ABILITIES

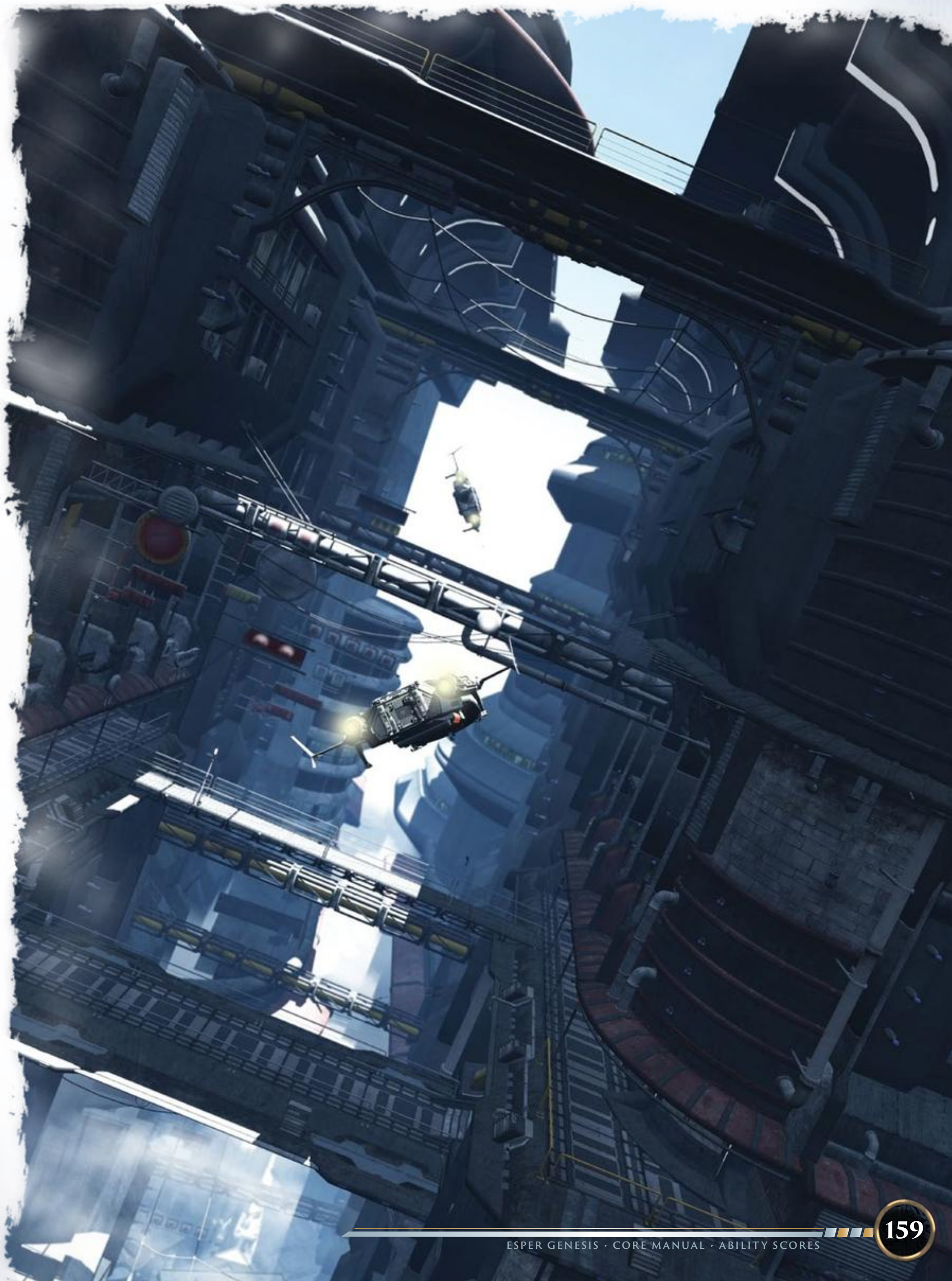
Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you’re proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your promethean warrior uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

## PASSIVE CHECKS

A passive check is a special kind of ability check that doesn’t involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here’s how to determine a character’s total for a passive check:

10 + all modifiers that normally apply to the check



If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules in chapter 8.

## WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action (see chapter 9).

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to break open a maglock requires proficiency with infiltration tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

### GROUP CHECKS

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating an alien landscape, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the poison pits, carnivorous flora, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger.

Otherwise, the group stumbles into one of these hazards.

# USING EACH ABILITY

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

## STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

### STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

***Athletics.*** Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while air is sucked out of a pressurized cabin.
- You try to jump an unusually long distance or pull off a stunt mid jump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

***Other Strength Checks.*** The GM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to the back of a bike as it takes off.
- Push over a barricade

### ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a blade or staff. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

### LIFTING AND CARRYING

Your Strength score determines how much weight you can bear. The following terms define what you can lift or carry.

***Carrying Capacity.*** Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

***Push, Drag, or Lift.*** You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

***Size and Strength.*** Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

### VARIANT: ENCUMBRANCE

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armor table.

If you carry weight in excess of 5 times your Strength score, you are encumbered, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead heavily encumbered, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

## DEXTERITY

Dexterity measures agility, reflexes, and balance.

### DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

***Acrobatics.*** Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a narrow beam, balance on a tightrope, or stay upright in a shaky transport. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

***Sleight of Hand.*** Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift an item off someone's belt or pick their pockets.

***Stealth.*** Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past security, slip away without being noticed, or sneak up on someone without being seen or heard.

***Other Dexterity Checks.*** The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Dive through a narrow space
- Steer a car or ship around a tight turn
- Pick a lock
- Disable or slip past a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

### ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a gun or throwing blade. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a handaxe or a shortblade.

#### HIDING

The GM decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a glass. An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the GM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

***Passive Perception.*** When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

***What Can You See?*** One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily** obscured, as explained in Chapter 8.

### ARMOR CLASS

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

### INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

## CONSTITUTION

Constitution measures health, stamina, and vital force.

### CONSTITUTION CHECKS

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or work hard for hours without rest
- Go without sleep
- Survive without food or water
- Guzzle a yard of beer in one go

### Hit Points

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

## Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

### Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Astrophysics, Computers, Investigation, Lore, and Xenobiology skills reflect aptitude in certain kinds of Intelligence checks.

***Astrophysics.*** Your Intelligence (Astrophysics) check is used whenever you need to recall or apply any knowledge having to do with space science, space travel, and scientific theories such as anti-matter and quantum theory. If you need to know how long you can survive in the great expanse without a suit, or how to calculate the travel time between systems based on your ship's speed, this is the skill to use.

***Computers.*** Basic computer use is a part of everyday life in the Silrayne Arc. Though basic tasks don't require a skill check, an Intelligence (Computers) check would be required to operate an unfamiliar computer system, perform a system search under pressure, reprogram a computer operated panel, or extract data from a secure server.

***Investigation.*** When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Searching through a disorganized storage room in search of a hidden files might also call for an Intelligence (Investigation) check.

***Lore.*** An Intelligence (Lore) check enables you to recognize practices of an alien culture, recall historical events, names, and places, and divine the origins of old markings and ancient devices.

***Xenobiology*** You may use an Intelligence (Xenobiology) roll to recall information about planetary terrain, land and sea formations, weather cycles, alien life, and comparison between those on different planets.

***Other Intelligence Checks.*** The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of an expensive item
- Pull together a disguise to pass as building security
- Forge a document
- Recall lore about a particular tradecraft
- Win a game of knowledge or skill

### Esper Ability

Cybermancers and Melders use Intelligence as their channeling ability, which helps determine the saving throw DCs of their active powers.

## Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

### Wisdom Checks

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Insight, Mechanics, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

***Insight.*** Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms

***Mechanics.*** The Mechanics skill grants you knowledge of both function and repair for machines and electronics. A Wisdom (Mechanics) roll will allow you to quickly identify and improvise small solutions for issues with common machinery, tools, and vehicles.

***Medicine.*** A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness.

***Perception.*** Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the dark. Or you might try to spot things that are obscured or easy to miss, whether they are assassins lying in ambush in a building, thugs hiding in the shadows of an alley, or dim light under a closed secret door.

***Survival.*** The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that kotatu live nearby, predict the weather, or avoid other natural hazards.

***Other Wisdom Checks.*** The GM might call for a Wisdom check when you try to accomplish tasks such as getting a gut feeling about what course of action to follow.

### ESPER ABILITY

Engineers and Hunters use Wisdom as their forging ability, which helps determine the saving throw DCs of their active powers.

## CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

### CHARISMA CHECKS

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

***Deception.*** Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a security guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

***Intimidation.*** When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing gang members to back down from a confrontation, or using the edge of a blade to convince a shady businessman to reconsider a decision.

***Performance.*** Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

***Persuasion.*** When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a bouncer to let you into a night club, negotiating peace between two groups, or inspiring a crowd.

***Other Charisma Checks.*** The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

### ESPER ABILITY

Adepts and Sentinels use Charisma as their channeling and forging abilities, respectively, which helps determine the saving throw DCs of their active powers.

## SAVING THROWS

A saving throw—also called a save—represents an attempt to resist an esper power, an explosion, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

Each class gives proficiency in at least two saving throws. The melder, for example, is proficient in Intelligence saves. As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some threats have saving throw proficiencies as well.

The difficulty class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a talent is determined by the esper's channeling ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

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# 8. ADVENTURES AND EXPLORATION

WADING THROUGH THE DENSE FLORA OF A TOXIC ALIEN landscape, speeding through the streets of a vast city sprawl, descending into the bowels of a long dead starship, or making first contact with the inhabitants of a lost world—these and so much more set the stage for heroic sci-fi adventures and expeditions in ESPER GENESIS.

You and your squad could end up fighting against monsters, robots, and thugs while resolving a dispute between two warring corporate factions in an abandoned settlement on the other side of the galaxy. And that's just one of your days before powering up the ship and moving on to the next mission.

This chapter covers the basics of an esper's day-to-day activities, from rules regarding movement to the different challenges in social interaction. There are also rules for off-time activities for when your character has free time available, as well as rules for rest and healing.

Regardless of the environment your character finds themselves in, the resolution of each scenario always follows the basic Rules of Play as defined in the Introduction.

1. **The GM describes the setting and situation.**
2. **With the information they are given, the players tell the GM what their intended actions are.**
3. **The GM resolves the players' actions and narrates the results**.

While moving from point to point, the GM keeps track of your progress as well as the passage of time as you make your way into each new area. The events in an adventure are determined by not only your actions, but the time and order in which they occur.

## TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In an exploratory environment, the characters' movement happens on a scale of **minutes**. It takes them about a minute to slowly move down a long hallway, another minute to check for security protocols on door at the end of the hall, and a good ten minutes to search the room beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Characters having to go on foot toward the strange alien spire in the middle of a blasted landscape can hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best. Traveling from Earth to the Golari System, the characters spend four uneventful days before a running across a lorendi starcruiser.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time, which is described in more detail in chapter 9.

## MOVEMENT

Swimming through a wastewater duct, sneaking down a station corridor, running alongside a moving transport—all sorts of movement play a key role in sci-fi adventures.

The GM can summarize the characters' movement without calculating exact distances or travel times: "You travel through the ruined city and find the underground tunnels late in the evening of the third day." Even in a space station or a maze of ship conduits, the GM can summarize movement between encounters: "After killing the war-bot at the entrance to the compound, you consult your map, which leads you through miles of corridors to a chasm bridged by a row of rusted metal beams."

Sometimes, though, it's important to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: your speed and travel pace, and the terrain you are moving over.

### SPEED

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

### TRAVEL PACE

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table, which states how far the party can move in a period of time, and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around, or carefully search an area.

***Forced March.*** The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour.

The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

***Mounts and Vehicles.*** For short spans of time (up to an hour), many beast mounts move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in planetary vehicles can travel much faster, but must still rest and deal with additional fuel costs. Certain specially modified vehicles allow you to travel more swiftly. The *Master Technician's Guide* provides more information on specialized vehicles.

### TRAVEL PACE

| Pace | Minute | Hour | Day | Effect |
|---|---|---|---|---|
| Vehicle | 4k feet | 45 miles | 360 miles | −10 penalty to passive Wisdom (Perception) scores |
| Fast | 400 feet | 4 miles | 36 miles | −5 penalty to passive Wisdom (Perception) scores |
| Normal | 300 feet | 3 miles | 24 miles | — |
| Slow | 200 feet | 2 miles | 18 miles | Able to use stealth |

### DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: streets, open plains, or clear corridors. But characters often face dense forests, jagged debris, twisted ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain— moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

## SPECIAL TYPES OF MOVEMENT

Movement through dangerous structures or wilderness areas often involves more than simply walking. Characters might have to climb, crawl, swim, or jump to get where they need to go.

### CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery or semi-smooth vertical surface requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

### JUMPING

Your Strength determines how far you can jump.

***Long Jump.*** When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across subway tracks or a chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

***High Jump.*** When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

### ALTERNATE LEVELS OF GRAVITY

While moving in gravity that is closer to half than normal (**low-gravity**) you can double your jumping distance and carrying capacity. When the gravity is closer to twice than normal (**high-gravity**), your jump distance and carrying capacity is halved. Also, you move in high-gravity as if you were in difficult terrain. Rules for moving in environments with no gravity (Zero-G) are covered in chapter 9.

## ACTIVITY WHILE TRAVELING

As characters make their way through new or potentially dangerous areas, many of them have basic tasks they perform to help their group or expedite travel, while also remaining alert for hazards and threats.

### MARCHING ORDER

Every group should establish an order of travel, often referred to as a marching order. Establishing a marching order helps determine environmental situations, such as which characters spot hidden threats or which are the first to encounter hazards when entering a new area. It also helps establish a combat pattern when they find themselves in a fight.

Marching orders are typically dependent on the number of people in your group and the space they have available to travel. There is a front position which are likely first to encounter enemies. Then there are one or more middle positions, then the rear or back position. In the wilderness, there is room for multiple people in the same marching position to walk next to each other. In narrow hallways and platforms, however, the order might change, only leaving room for one or two people per position.

Some groups have only two or three characters, which may call for just a front and rear position, or just a single position which counts as the front.

### MOVING STEALTHILY

While traveling at a slow pace, characters can move stealthily. If they are not on completely open terrain they can use their stealth to surprise, sneak up on, or sneak past other creatures. Rules for hiding are in chapter 7.

### SECURITY SENSORS

Even when moving cautiously, most secure zones and facilities are equipped with different forms of security devices such as cameras, motion sensors, and digital scanners. Those amongst these that are avoidable via direct movement, like a mounted camera as an example, can fall under the rules for hiding and moving stealthily. More complicated sensors are treated as traps, requiring tools, skill checks, or esper powers to bypass.

The GM has the final call depending on the type of security threat encountered by the group.

### NOTICING THREATS

Use the passive Wisdom (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The GM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of maintenance tunnels, the GM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot.

While traveling at a fast pace, characters take a - 5 penalty to their passive Wisdom (Perception) scores to notice hidden threats. While traveling through such spaces on a vehicle, such as a hoverbike, the penalty increases to -10.

***Encountering Creatures.*** If the GM determines that the characters encounter other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

***Surprising Foes.*** If the group encoutners a hostile creature or group, the GM determines whether the adventurers or their foes might be surprised when combat erupts. Rules for surprising other creatures is covered in chapter 9.

### OTHER ACTIVITIES

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the GM's permission.

***Navigate.*** The character can try to prevent the group from becoming lost, making a Wisdom (Survival) check when the GM calls for it. (The *Master Technician's Guide* has rules to determine whether the group gets lost.)

***Keep a Log.*** The character can keep a physical or digital log that records the group's progress and helps the characters get back on course if they lose their bearings or need to review an event or piece of information. No ability check is required.

***Track.*** A character can follow the tracks of another creature or threat, making a Wisdom (Survival) check when the GM calls for it. (The *Master Technician's Guide* has expanded rules for tracking.)

***Report.*** Characters can use transmission equipment to keep in touch with other creatures or with each other if group members become separated. Transmission range depends on the type and quality of equipment. (The *Master Technician's Guide* has expanded rules for communication ranges and jamming.)

# THE ENVIRONMENT

By their nature, adventurous expeditions involve delving into places that are dark, dangerous, and full of mysteries and puzzles. The rules in this section cover some of the most important ways in which characters interact with the environment during these scenarios.

## FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

## SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

## VISION AND LIGHT

The most fundamental tasks of exploration— noticing danger, finding hidden spots, hitting an enemy in combat, and focusing a talent, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate debris, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense debris—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix A) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

**Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do flashlights and overhead lighting, lamps, fires, and other sources of illumination within a specific radius.

**Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a flare, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

**Darkness** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit corridor or a subterranean chamber.

### BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, with echolocation or heightened senses, such as bats and drakes, have this sense.

### DARKVISION

Many creatures in sci-fi settings, especially those that were raised underground or on a world little sunlight, have darkvision.

Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

### INFRAVISION

Creatures that dwell in wastelands, wearing specialized equipment, or that have built in mechanical sensors may also have infravision.

While in dim light or darkness, characters with infravision can see and discern heat signatures within a specified range through up to 5 feet of non-metallic solid material.

### TRUESIGHT

A creature with truesight can, out to a specific range, see in dark zones created by esper powers, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger.

## FOOD AND WATER

Characters who don't eat or drink suffer the effects of exhaustion (see appendix A). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

### FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

A normal day of eating resets the count of days without food to zero.

### WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

## INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, turn on the lights, cause a room to fill with gas, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and powers. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and elemental attacks much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a cable with a hammer, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

# SOCIAL INTERACTION

Facing dangerous threats, overcoming the odds, and exploring the galaxy are all major parts of any sci-fi adventure. However, social interactions play just as important a role, as characters often need to interact with the rest of the universe's inhabitants to work toward completing their task or finding a new one.

There are many different types of interactions. You might need to grease the pockets of the local gang boss to get information about an area, or you might have to cut a deal with a shrewd businessman to get access to some high-grade material. The GM assumes the role of any characters participating in the interaction who are not controlled by another player at the table. This type of character is called a **non-player character** (NPC).

In general terms, an NPC's attitude toward you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

## Roleplaying

Roleplaying is, literally, the act of playing out a role. In this case, it's you as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

### Descriptive Approach to Roleplaying

With this approach, you describe your character's words and actions to the GM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how he or she does it.

For instance, Chris plays Galen the matokai. Galen has a quick temper and blames the eldori of the Pel Voros for his misfortune. At a night club, a drunken eldori sits at Galen's table and tries to strike up a conversation with the kesh.

Chris says, "Galen spits on the floor, growls an insult at the eldori, and stomps over to the bar. He sits on a stool and glares at the eldori club-goer before ordering another drink."

In this example, Chris has conveyed Galen's mood and given the GM a clear idea of his character's attitude and actions.

When using descriptive roleplaying, keep the following things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Just focus on thinking about what your character would do and describing what you see in your mind.

### Active Approach to Roleplaying

If descriptive roleplaying tells your GM and your fellow players what your character thinks and does, active roleplaying shows them.

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language.

This approach is more immersive than descriptive roleplaying, though you still need to describe things that can't be reasonably acted out.

Going back to the example of Chris roleplaying Galen above, here's how the scene might play out if Chris used active roleplaying:

Speaking as Galen, Chris says in a gruff, deep voice, "I was wondering why it suddenly smelled awful in here. If I wanted to hear anything out of you, I'd snap your arm and enjoy your screams." In his normal voice, Chris then adds, "I get up, glare at the eldori, and head to the bar."

### Results of Roleplaying

The GM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn kesh refuses to let anyone badger her. A vain celebrity laps up flattery. When interacting with an NPC, pay close attention to the GM's portrayal of the NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in EG are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud soldier or speak ill of a gang boss' allies, your efforts to convince or deceive will fall short.

### ABILITY CHECKS

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation.

For example, your GM can call for a Charisma check at any point during an interaction if he or she wants the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your GM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favor by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into the building, the specialist who is proficient in Deception is the best bet to lead the discussion. When negotiating for a hostage's release, the melder with Persuasion should do most of the talking.

## RESTING

Heroic though they might be, characters can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds, and brace themselves for further expeditions.

Characters can take short rests in the midst of a day and a long rest to end the day.

### SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

### LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, using powers, or similar activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

## BETWEEN ADVENTURES

Between trips to lost worlds and battles against alien threats, characters need time to rest, recuperate, and prepare for their next adventure. Many characters also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned money.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

### LIFESTYLE EXPENSES

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle.

Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead a luxury lifestyle, it might be easier for you to influence the aristocrats of the city than if you live in poverty.

### DOWNTIME ACTIVITIES

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend his or her downtime performing an activity not covered here, discuss it with your GM.

#### CRAFTING

You can craft mundane items, including gear and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools).

You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a weapons lab in order to craft a blade or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 50 cu, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 50 cu, you make progress every day in 50 cu increments until you reach the market value of the item. For example, a suit of power armor (market value 15,000 cu) takes 300 days to craft by yourself with just your tools alone.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place.

Each character contributes 50 cu worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of power armor in 100 days, at a total cost of 7,500 cu.

While crafting, you can maintain a modest lifestyle without having to pay the daily cost, or a comfortable lifestyle at half the normal cost.

Crafting using a factory or construction drones drastically decreases crafting times. These methods are covered in the *Master Technician's Guide*.

## Practicing a Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay 30 cu per day. This benefit lasts as long you continue to practice your profession.

If you are a member of an organization that can provide gainful employment, such as a corporation or public service, you earn enough to support a comfortable lifestyle instead.

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you earn enough to support a luxury lifestyle instead.

## Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison.

After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

## Researching

The time between adventures is a great chance to perform research, gaining insight into information you've gathered over the course of the campaign.

Research can include decoding encrypted data or hitting the streets to do some legwork or information gathering.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, piece of data, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

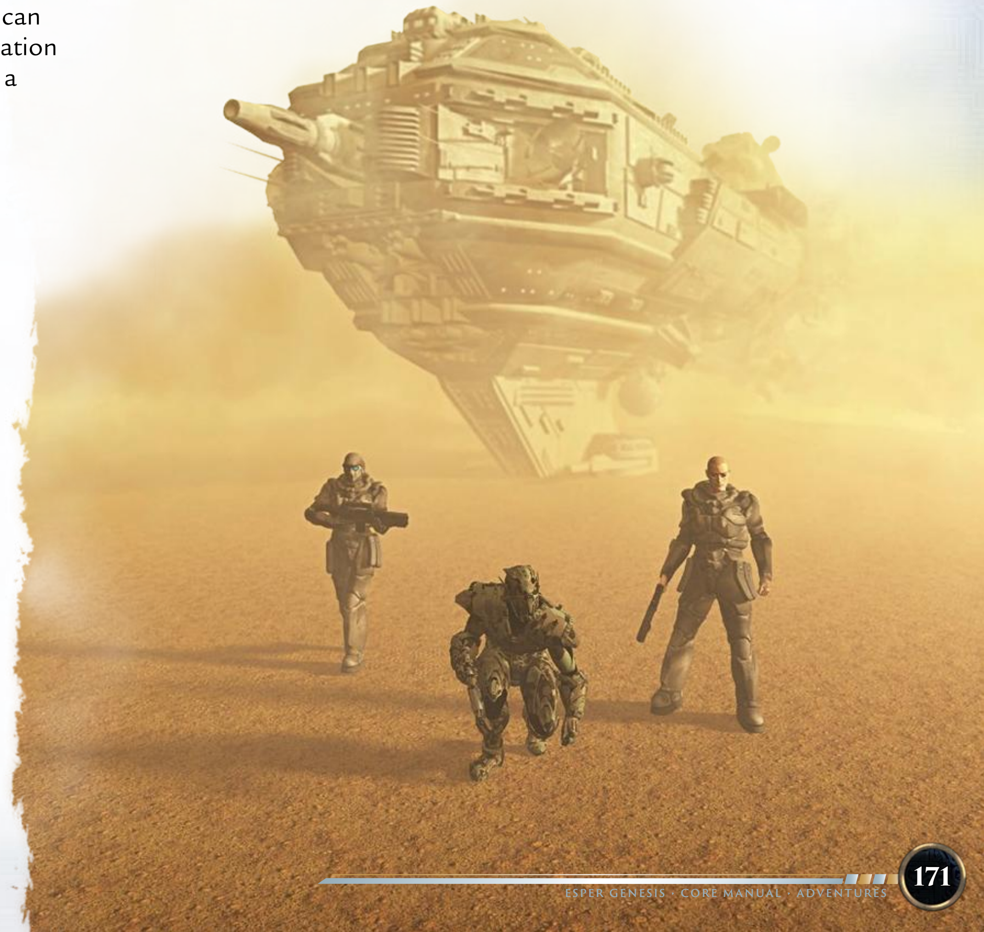
For each day of research, you must spend 10 cu to cover your expenses. This cost is in addition to your normal lifestyle expenses.

## Training

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for 250 days and costs 10 cu per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.



# 9. COMBAT

BLAZING GUN BATTLES, THE CLASH OF ROBOTIC METAL ON metal, the unstable burst of an esper's gravity wave—all of these things make up an exciting, tense, and dramatic sci-fi conflict.

This chapter covers the rules necessary for resolving combat for characters and threats. It is important to note that in this chapter, the term "you" refers to you as either the player or the GM, depending on which creature is being referenced. A player controls their character and any creature under their character's control. The GM controls all monsters and NPCs involved during the combat.

## THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, shots, parries, maneuvering, and cosmic powers. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

### COMBAT STEP BY STEP

1. **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are, how far away and in what direction.
3. **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. **Take turns.** Each participant in the battle takes a turn in initiative order.
5. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

## SURPRISE

An expeditionary force sneaks into the back door of the compound to attack the enemy from behind. A kotatu creeps along the ledge, unnoticed by the characters until the beast leaps at one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

## INITIATIVE

Initiative determines the order of turns in combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

## YOUR TURN

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section. Many class features and other abilities provide additional options for your action.

The "Movement and Position" section gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

### BONUS ACTIONS

Various class features, powers, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a specialist to take a bonus action. You can take a bonus action only when a special ability, power, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

## OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some special items always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to force open a stuck door or pull a docking release lever.

## REACTIONS

Certain special abilities, powers, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

# MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

## BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

### MOVING BETWEEN ATTACKS

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a warrior who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

### INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of thing you can do in tandem with your movement and action.

- draw or holster a weapon
- open or close a door
- take an item out of your pack
- pick up a dropped pistol
- pick a glass up off of a table
- remove a ring from your finger
- stuff some food into your mouth
- place an antenna in the ground
- fish a few cubils from your pocket
- drink all the beer in a bottle
- throw a lever or a switch
- push a button
- bring up the display on a datapad
- extinguish a small flame
- put on a wig
- pull the hood of your coat up and over your head
- put your ear to a door
- kick a small rock
- place your hand on a palm scanner
- tap the floor with a stick
- hand an item to another character

## USING DIFFERENT SPEEDS

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because of a melder's kinesis talents, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

## DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless plains. Debris-filled corridors, moving conveyor belts, unstable turbolifts—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, broken ramps, snow, and toxic sludge are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

## BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl** or use a power such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

## MOVING AROUND OTHER CREATURES

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

## MOVING IN ZERO GRAVITY

To move in zero gravity (referred to as **Zero-G**), you must be within 5 feet of a secured, solid surface and make a successful DC 10 Dexterity (Acrobatics) check. You move in a straight line at your full normal speed each round.

Stopping your move or changing your move direction requires you to be within 10 feet of a secured surface or a securely fastened item you can grab onto such as a beam or hatch handle. You must then spend a bonus action and succeed on a DC 10 Dexterity (Acrobatics) check. If you fail this check, you continue to move. If you encounter a secured, solid surface before your next turn, you crash into the surface and are considered prone until the end of your next turn.

The skill checks required for both moving and stopping may be made as passive checks if you are not involved in combat or other stressful situations.

### OPPOSING FORCE WITH ANOTHER CREATURE

The GM may decide to allow creatures to propel themselves off of other creatures while in Zero-G. To achieve this, the character must use their attack action to shove a creature (see Shoving a Creature).

If the attack is successful, the attacker moves as defined by the rules for zero-gravity movement. The shoved creature also moves at their own speed in the opposite direction of the creature who shoved it. If the attack is unsuccessful, the attacker is considered prone until the end of their next turn.

If this maneuver is performed between two willing creatures, no skill checks are required and the action automatically succeeds.

## FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by an esper power, such as the *fly* talent.

## CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

### SIZE CATEGORIES

| Size | Space |
|---|---|
| Tiny | 2 ½ by 2 ½ feet. |
| Small | 5 by 5 feet |
| Medium | 5 by 5 feet |
| Large | 10 by 10 feet |
| Huge | 15 by 15 feet |
| Gargantuan | 20 by 20 feet or larger |

### SPACE

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium creature stands in a 5-foot-wide doorway, other creatures can't get through unless the creature lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

### SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

### VARIANT: PLAYING ON A GRID

If you play out a combat using a square grid and miniatures or other tokens, follow these rules.

***Squares.*** Each square on the grid represents 5 feet.

***Speed.*** Rather than moving foot by foot, move square by square on the grid. This means you use your speed in 5-foot segments. This is particularly easy if you translate your speed into squares by dividing the speed by 5. For example, a speed of 30 feet translates into a speed of 6 squares.

If you use a grid often, consider writing your speed in squares on your character sheet.

***Entering a Square.*** To enter a square, you must have at least 1 square of movement left, even if the square is diagonally adjacent to the square you're in. (The rule for diagonal movement sacrifices realism for the sake of smooth play).

If a square costs extra movement, as a square of difficult terrain does, you must have enough movement left to pay for entering it. For example, you must have at least 2 squares of movement left to enter a square of difficult terrain.

***Corners.*** Diagonal movement can't cross the corner of a wall, large tree, or other terrain feature that fills its space.

***Ranges.*** To determine the range on a grid between two things—whether creatures or objects—start counting squares from a square adjacent to one of them and stop counting in the space of the other one. Count by the shortest route.

# ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters and threats have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

## ATTACK

The most common action to take in combat is the Attack action, whether you are firing a gun, swinging a blade, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the warrior, allow you to make more than one attack with this action.

## DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

## DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

## DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix A) or if your speed drops to 0.

## HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

## HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section.

## READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the raider steps on the vent, I'll pull the lever that opens it," and "If the guard steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

When you ready an esper power, you activate it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a power must have an activation time of 1 action, and holding onto the power's energy requires concentration (explained in Chapter 11). If your concentration is broken, the power fizzles out without taking effect. For example, if you are concentrating on the *celerity* talent and ready *distortion*, your *celerity* talent's effect ends, and if you take damage before you release *distortion* with your reaction, your concentration might be broken.

## SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

## USE AN ESPER POWER

Certain espers, such as melders and engineers, as well as many monsters and threats, have access to powers such as talents and techniques, and can use them to great effect in combat. Each power has an activation time, which specifies whether the esper must use an action, a reaction, minutes, or even hours to activate it. Using an esper power is, therefore, not necessarily an action. Most powers do have an activation time of 1 action, so an esper often uses his or her action in combat to activate such a power. Esper powers and their use are detailed in Chapter 11.

## USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a pistol as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

# MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a power, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, powers, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

## ATTACK ROLLS

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

### MODIFIERS TO THE ROLL

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

***Ability Modifier.*** The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some esper powers also require an attack roll. The ability modifier used for an esper power attack depends on the channeling or forging ability of the esper, as explained in chapter 11.

***Proficiency Bonus.*** You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with an esper power.

### ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a **critical hit**.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

## UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, using the *obfuscate* power, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

## RANGED ATTACKS

When you make a ranged attack, you fire a gun, hurl a shuriken, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many esper powers also involve making a ranged attack.

### RANGE

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made with an esper power, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a pistol or rifle, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

### RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a power, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

### BURST FIRE IN CLOSE COMBAT

Firing a ranged weapon in burst fire mode severely decreases your control and stability when defending against a nearby foe. When you make a burst fire attack and you are within 5 feet of a hostile creature who can see you and isn't incapacitated, you provoke an opportunity attack from that creature. In addition, targets within your burst fire area gain advantage to their burst save.

### VARIANT: FIREARM JAMMING

Considering the complex construction of high-powered firearms, the GM may decide to allow for the possibility for minor mechanical glitches to occur while using them. Whenever a natural 1 is rolled while attacking with a firearm, there is a possibility that it becomes **jammed**. Roll the d20 again. If the result is a 1, the firearm is jammed. An action is required to clear the jam before the weapon may be used again.

If the same firearm jams a second time, it becomes **completely jammed** requiring a successful DC 13 Dexterity check with gunsmith's tools before the weapon can be used again. Alternatively, a completely jammed firearm can be repaired during a short or long rest without the need for a skill check.

A firearm can be cleaned during a short or long rest, after which it would again have to jam twice in order to become completely jammed.

## MELEE ATTACKS

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a club, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few esper powers also involve making a melee attack.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, headbutt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are automatically proficient with your unarmed strikes.

### OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

### TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light weapon that you're holding in one hand, you can use a bonus action to attack with a different light weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making an attack with it.

### GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

***Escaping a Grapple.*** A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

***Moving a Grappled Creature.*** When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

### SHOVING A CREATURE

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

## COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a metal conduit that gives three-quarters cover, the target has three-quarters cover.

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a crate, a crack in a hatch door, or a thick tree trunk.

A target with total cover can't be targeted directly by an attack or an esper power, although some powers can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

### CONTESTS IN COMBAT

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

## DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore strange sci-fi worlds. The thrust of a blade, a sharpshooter's bullet, or the crushing force from a *singularity* talent all have the potential to damage, or even kill, the hardiest of creatures.

### HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

### DAMAGE ROLLS

Each weapon, power, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Enhanced weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. An **esper power** tells you which dice to roll for damage and whether to add any modifiers.

If a power or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a melder uses *singularity* or an engineer uses *incinerate*, the power's damage is rolled once for all creatures caught in the blast.

### CRITICAL HITS

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a combat knife, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the specialist's Deft Strike feature, you roll those dice twice as well.

### DAMAGE TYPES

Different attacks, damaging powers, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on these types:

***Acid.*** The corrosive spray of a gorgontha's breath and the dissolving fluids secreted by a tar creeper deal acid damage.

***Bludgeoning.*** Blunt force attacks—fists, falling, constriction, and the like—deal bludgeoning damage.

***Cold.*** The unnatural chill radiating from a brumal velbast's claws and the frigid blast of a gale guard's *frost shot* deal cold damage.

***Fire.*** Fire drakes breathe fire, and many esper powers produce flames to deal fire damage.

***Force.*** Force is pure energy or energy manipulation focused into a damaging form. Most effects that deal force damage are esper powers, including *distortion* and *warp helix*.

***Lightning.*** An electrical power surge and a melder's *lightning ball* talent deal lightning damage.

***Necrotic.*** Necrotic damage, dealt by antimatter weapons and a techniques such as *trauma*, withers and destabilizes organic matter.

***Piercing.*** Puncturing and impaling attacks, including bullets and monsters' bites, deal piercing damage.

***Poison.*** Venomous stings and the toxic emissions from a gas grenade deal poison damage.

***Psychic.*** Mental abilities such as an adept's *psi blast* deal psychic damage.

***Radiant.*** Radiant damage, dealt by a laser beam or an engineer's *plasma blade*, sears the flesh like fire.

***Slashing.*** Swords, axes, and monsters' claws deal slashing damage.

***Thunder.*** A concussive burst of sound, such as the effect of the *sonic burst* power, deals thunder damage.

## DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also surrounded by an energy shield that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all elemental forms of damage, the damage of the fire is reduced by half against the creature, not reduced by three-quarters.

### DESCRIBING HIT POINT LOSS AND DAMAGE

Hit points represent your overall endurance and capacity for survival. Game Masters describe hit point loss in different ways. Taking a hit from a weapon attack, for example, does not necessarily mean you were physically struck with the weapon. It may mean you were forced to perform a defensive maneuver (represented by your AC), that decreased your stamina or made you more susceptible to actually being struck. At times, maybe you are directly wounded. Either or both of these descriptions still account for hit point loss.

When your current hit point total is half or more of your hit point maximum, you typically show no signs of injury. When you drop below half your hit point maximum, you show signs of wear, such as cuts and bruises. An attack that reduces you to 0 hit points strikes you directly, leaving a bleeding injury or other trauma, or it simply knocks you unconscious.

## HEALING

Unless it results in death, damage isn't permanent. Even death is reversible through high-ranking esper powers. Rest can restore a creature's hit points, and alternate methods such as a *field salve* technique or a *healing ampoule* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, an engineer grants a hunter 8 hit points of healing. If the hunter has 14 current hit points and has a hit point maximum of 20, the hunter regains 6 hit points from the engineer, not 8.

A creature that has died can't regain hit points until powers such as the *revive* technique has restored it to life.

## DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

### INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

For example, an engineer with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the engineer dies.

### FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

### Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by powers and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

***Rolling 1 or 20.*** When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

***Damage at 0 Hit Points.*** If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

### Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

### Enemy Threats and Death

Most GMs have a monster or threat die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

## Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

## Temporary Hit Points

Some powers and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a power grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

# VEHICLE COMBAT

A warrior racing toward battle on a motorcycle, a melder hurling energy blasts from the back of a huge beast, or a specialist weaving between buildings in a skyracer all enjoy the benefits of speed and mobility that a vehicle or beast mount can provide.

## BEAST MOUNTS

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

### MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet it.

### CONTROLLING A MOUNT

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as kotatu or a gryphus, act independently.

You can control a beast mount only if it has been trained to accept a rider. Domesticated animals are assumed to have such training. The initiative of a controlled beast changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled beast can move and act even on the turn that you mount it.

An independent beast mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the beast mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the beast mount provokes an opportunity attack while you're on it, the attacker can target you or the mount

## PLANETARY VEHICLES

You may make attacks from a planetary vehicle or watercraft of large size or smaller. The Planetary Vehicles and Watercraft table provides some basic stats for some of the common vehicle types. They possess the following stats.

***Base AC.*** Add the operator's Dexterity modifier to this number to determine the vehicle's armor class.

***HP.*** The vehicle's hit points. If a vehicle's hit points are reduced to 0, a crash may occur (see Crashing).

***Control Speed.*** The speed required for you to turn and perform combat actions from a vehicle. A vehicle's normal speed is approximately 8-10 times this number.

***Max Seating.*** This is the maximum number of passengers the vehicle may hold normally.

***Immunities.*** All vehicles are immune to necrotic, poison, and psychic damage types. They are immune to all conditions with the exception of the invisible and prone conditions (see Appendix A).

### PLANETARY VEHICLES AND WATERCRAFT

| Item | Base AC | HP | Control Speed | Max Seating |
|---|---|---|---|---|
| *Planetary* | | | | |
| Bike (Ground) | 12 | 25 | 70 ft. | 2 |
| Car (Ground) | 14 | 45 | 60 ft. | 6 |
| Hoverbike | 12 | 20 | 70 ft. | 2 |
| Hovercar | 15 | 40 | 50 ft. | 5 |
| Truck/Van (Ground) | 14 | 50 | 50 ft. | 8 |
| *Watercraft* | | | | |
| Jet Ski | 13 | 30 | 60 ft. | 2 |
| Motorboat | 14 | 50 | 50 ft. | 6 |

### GETTING IN AND OUT OF A VEHICLE

Once during your move, you can board a vehicle that is within 5 feet of you or disembark. Doing so costs an amount of movement equal to half your speed.

## ATTACKING FROM A VEHICLE

If you are controlling a moving vehicle other than a beast mount, you suffer a disadvantage to all attack rolls made with non-vehicle weapons. In addition, after you make your attack roll, you must also make a DC 12 Dexterity check, adding your proficiency bonus if you are proficient in the vehicle you are operating. If you fail this check, you lose control of your vehicle and cannot take any reactions until the end of your next turn.

If you are a passenger, you also suffer disadvantage on attack rolls with non-vehicle weapons unless you first spend your bonus action and succeed on a DC 12 Wisdom (Insight) check.

## COVER AND VISION

Creatures gain cover depending on their vehicle and location within. A bike would grant no cover while a car with no top or open windows would grant half or three quarters cover. A fully enclosed portion of a vehicle (such as the back of a van), would grant both total cover and concealment from sight; however, creatures with this level of cover would also have limited vision. The *Master Technician's Guide* provides more specific cover and vision options by vehicle type.

## CONTROLLING A VEHICLE IN COMBAT

Your vehicle moves as you direct it. If your vehicle is reduced to 0 hp, or an effect moves your vehicle against your will, you must succeed on a DC 10 Dexterity check with your vehicle proficiency to maintain control of the vehicle. If this check fails, your vehicle crashes (see Crashing). A vehicle whose hp is reduced to 0 can no longer move.

***Complex Maneuvers.*** You may wish take more dangerous options when controlling your vehicle, such as increasing your speed to catch up to an enemy, making a hairpin turn, or avoiding collision with an obstacle at high speed. These maneuvers are resolved with skill checks against a DC set by the GM or by the skill roll of the opposed vehicle. You can add your proficiency modifier to any of these checks if you are proficient in the vehicle you're controlling. Refer to chapter 7 for rules on ability checks and contests.

## CRASHING

If you lose control of a vehicle and it is within 10 feet of the ground, you may abandon it by making a DC 10 Dexterity saving throw, landing prone in a space within 5 feet of it. If you fail the saving throw, you may still abandon the vehicle but you take 1d6 bludgeoning damage.

If you are still inside a vehicle when it crashes, you take bludgeoning damage as if you had fallen at a distance equal to the vehicle's operating speed. For example, if you are on a hoverbike that crashes, you take 7d6 bludgeoning damage (as if you had fallen 70 ft.).

## ARMORED VEHICLES

Some vehicles may be equipped with protective shielding or armor plating, such as government and security vehicles. These vehicles receive a +2 AC bonus and have resistance to bludgeoning, piercing, and slashing damage.

## FLYING VEHICLES

Any vehicle that is traveling more than 10 feet above the ground is considered to be flying. Both you and your vehicle are subject to the movement conditions of a flying creature, including falling damage from being knocked prone (see Flying Movement).

### ADVANCED VEHICLE COMBAT RULES

As the Game Master, you may decide to use advanced combat options for vehicles, including vehicle facing arcs, mounted weapons, maneuverability, and advanced maneuvers such as ramming or sideswipes. These advanced rules are covered in the *Master Technician's Guide*.

## UNDERWATER COMBAT

When characters pursue a wave stalker back to their underwater lair, fight off sharks in a sunken vessel, or find themselves in a flooded corridor, they must fight in a challenging environment. The following combat rules apply when underwater.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by esper powers) has disadvantage on the attack roll unless the weapon is a combat knife, shortblade, or a spear.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless it is a weapon that is thrown like a javelin or spear.

Although most firearms have waterproof casings, they still do not function properly when submerged in more than a couple of feet of water. Only sorium powered pistols and rifles (which possess the Kinetic weapon property) can be effectively fired underwater .Attack rolls made with these weapons are still made at disadvantage and damage dealt by these weapons are halved.

Creatures and objects that are fully immersed in water have resistance to fire damage.

### VARIANT: UNDERWATER WEAPONS

If you are running an adventure that largely takes place underwater, you may opt to provide specialized weapons and equipment allowed to function in that environment. For example, a harpoon gun can be a variant of a short rifle, using the same weapon stats. Another example would be a pressure powered needle gun as a variant of a light pistol.

These options may be used solely at the GM's discretion. Published EG adventures that deal with special environments provide their own rules and equipment for use.

## ZERO-G COMBAT

Situations arise when the characters are on a derelict station with no artificial gravity or they must deal with a dangerous entity that has latched itself onto the ship's hull. Lack of sound, dulled perceptions, and limited freedom of movement can create complications. The following combat rules apply when in Zero-G.

### ATTACKING IN ZERO-G

When making a **melee weapon attack**, a creature who is floating in Zero-G has disadvantage on their attack roll. If a creature is grappled, both the grappled creature and the creature that grappled it may make melee attacks on each other at no penalty.

A creature making a **ranged weapon attack** has disadvantage to their attack roll unless they are also holding onto a secured, solid object with their off-hand, such as a secured beam or a hatch handle.

The disadvantage penalty to both melee and ranged weapon attacks may also be offset while wearing specialized gear, such as mag-boots, or while under the effect of an esper power that grants control over gravity, such as the *flight* talent.

### OTHER ACTIONS IN ZERO-G

Making a melee weapon attack while you are moving in Zero-G does not stop your movement. Making a ranged weapon attack does not stop your movement unless you are using a weapon with the High-Velocity property. If you fire one of these weapons while moving or floating in Zero-G, you move at a rate equal to your walking speed **in the opposite direction** of your intended target, regardless of whether or not the attack was successful (see "Moving in Zero Gravity" earlier in this chapter).

You may not use the Dash, Disengage, or Dodge actions. Moving past another creature does not provoke opportunity attacks.

Any attack or esper power that produces fire or deals fire damage automatically fails.

# LEGERDEMAIN

*by Christopher Robin Negelein*

Karul ducked under the wave of force as the blue-skinned eldori readied another esper attack. He tossed a grenade that way which "exploded" with a beep.

"Melder deactivated," said a voice that came out of nowhere. Its echo faded as the eldori fractured into fading hexagons. Karul blinked the sweat out of his ink-black eyes and dove into the brush where his green keshite skin blended in. The branches whipping at his sides felt more like streams of air that dispersed when they hit him.

The trees thinned out into a clearing, one that Karul realized would make him a perfect sniper target. He swerved to the left a second too late. A tall belare popped up from the brush, rifle leveled directly at the kesh.

Karul responded with a hip shot from his pistol, which flashed a blinking laser instead of bullets. The belare hunter fell to the ground with a digitized death cry. The disembodied voice sounded off again, "Hunter deactivated."

The distraction, though, meant he didn't see the drop. He stumbled down the very steep side of a gully, studded with razor sharp flint rocks. One wrong step, and the rocks would surely slice him open. Karul quickly snatched the branch of a passing sapling, granting him just the right amount of leverage he needed to turn his tumble into a hopping slide.

Above him, he spotted an attack drone aiming in his direction. Swiftly ducking away, Karul scanned for his next target and reached for the small of his back to pull out his telescoping staff. The dirt on either side of him exploded in stinging puffs. Through the haze, he spotted the kesh engineer hiding behind a large boulder as he slid by. A quick spin with the telescoping staff landed a blow directly to the engineer's face, sending the kesh tumbling into the dark. "Engineer deactivated," the voice sounded.

Karul ran across the bottom of the gully and up the other side. In the distance, he heard something, perhaps a large rock colliding with another, the crack echoing over the area like a micro-thunderclap.

He climbed faster, fairly certain the sound was from some sort of esper power breaking ... something, a dam maybe. A deeper rumble heralded an unexpected cleansing of the area. A flash flood swept away trees and rock, rushing toward Karul to devour him as if some ravenous beast.

There was not enough time to climb. He reached for the grappling hook on his harness and hurled it, snagging a tree trunk near the top. He pulled himself up quickly, still focused on not losing his cover. Reaching the top, he moved upstream, using the flood's rushing water to mask his advance in the dark.

He soon discovered two targets, a tall ashenforged adept guarded by an enormous human sentinel. Something must have set off the sentinel's sharp senses. The large woman quickly turned, unsheathed a glowing blade, and charged toward Karul. The kesh held his ground, even though he appeared as if a child in the shadow of the hulking human.

He shifted at the last second, spinning around to kick the sentinel over the gully's edge, but that wouldn't stop her for long - and she wasn't the objective. Neither of them were.

Karul ran forward, keeping an eye on the adept, who was weaving another power. He pulled a small disk from his belt, jumping along the last five feet of open ground that the Sentinel had charged over.

His arm passed through the Adept as a pattern of lights played across his extended limb. The silver disk slotted into a seemingly invisible space behind the adept, who then shattered into a million pixels.

"Adept de-de-deactivated," the digitized voice dipped from a tenor into a deep, slow bass. The whole forest around Karul crumbled into tiny cubes, dissolving from existence to expose a hidden pit behind him.

A warbling scream came from the gridded ceiling above where a face as wide as a house gnashed out at Karul through the air. "How did you know? How did you know?"

Karul wiped his brow and replied, "Because I knew that you, Cybermancer, were the real mission." A few seconds later, a slow clap came from a corner of the VR room.

The lights revealed the form of an armored valna, who nodded and spoke, "Good, Karul. I am impressed. Many cannot see beyond the pretty hologram lights. Technology can be a tool, but it can also be a temptation. Congratulations. Today, you start your true path within the Infinity Order."

"Thank you Sergeant Yando," Karul said proudly.

The valna silently nodded before speaking again. "You've done well today, but always remain cautious. The real versions of these espers will not be so easy to defeat."

# 10. Starships and Space Travel

Blasting off into the stars, hopping between galaxies, and braving the exotic dangers of the infinite expanse, all of these are examples of heroic adventures aboard a starship, and are a fundamental part of any sci-fi universe. A band of travelers on a journey through the vast reaches of space have access to an infinite realm of possibilities and mysteries beyond imagination.

Vehicles are fairly commonplace in the Silrayne Arc, ranging from hoverbikes to capital starships. Anyone can operate most planetary vehicles and a handful of people are truly skilled at handling them in the midst of the crisis. Spacecraft, however, are a bit more complex, requiring specialized training in order to control and pilot one without disastrous consequences.

## GALACTIC SPACE TRAVEL

Traversing from planet to planet in short spans of time has allowed each of the systems within the Silrayne Arc to become involved in exploration, galactic trade, and extraordinary societal advancements. Much of what space travel today is centered on the mysterious power generated by the Crucibles.

## THE CRUCIBLES

Scattered across a multitude of star systems, the Crucibles are remnants of an age that predates any in known history. Often the size of small moons, no Crucible is identical to another, but they do share similarities. Each one is generally spherical. Their surfaces are most often metallic in appearance but feel organic in texture..Each **major galactic system** has one Crucible (see "The Galaxy" map).

Below the surface, there are long branches of tunnels leading into the core, where a material only known as sorium can be harvested. sorium is a material without classification. Its chemical makeup constantly shifts, can be identified as any element, and can be made to change molecular states with focus and concentration. The primary aspect of sorium is that it's a raw energy source that may be used to power any device adapted to function with it. Anything from a light fixture to a battle cruiser may use its power source.

### SORIUM STARDRIVES

With the discovery of Crucibles, their infinite energy source was adapted into the existing technology used for space travel. The results would become the prototype of what is known today as the **sorium stardrive**. These devices are the core of most ships that travel between the planets of the Silrayne Arc and beyond.

Each stardrive is capable of achieving speeds that are faster than light (referred to as FTL speeds as described below), allowing travel between planets in a matter of minutes. Sorium stardrives, like the Crucibles themselves, have their own rules when it comes to the laws of physics. Traveling at FTL speeds while using a stardrive are possible without causing time dilation or other anomalies of space-time.

### TRAVEL BETWEEN SYSTEMS

If any ship with a stardrive comes within 500 miles of a Crucible, the drive's core can link with Crucible's core to execute a **System Jump**, which more commonly referred to simply as a "jump" when onboard a ship. Executing a system jump allows the ship to instantly transport itself and everything onboard to another Crucible in a different star system.

Experts and scholars have come to describe the process of a system jump as a "space fold" or two points in ever-expanding space-time folded upon each other.

### TRAVEL ROUTES

Travel routes are space lanes that are well-traveled by patrol ships, traders, and commercial vessels. They're used by ships to safely reach systems with no Crucible, or for ships incapable of performing a system jump.

## TRAVEL SPEEDS

Aside from system jumps, movement in space is separated into three different categories. **Standard** travel speed for most starships is approximately 500 million miles per hour. To put that in perspective, that would allow travel from the Earth to the Sun in less than 12 minutes, while being able to reach the edge of Earth's solar system in approximately 16 hours.

Ships equipped with a stardrive can increase to **FTL** speeds, able to travel approximately 50 light years (15 parsecs) per hour for smaller freighters and transports, and up to 100 light years (30 parsecs) an hour for starcruisers and capital ships. Ships at these speeds can move between planets within a star system in a matter of seconds, while traveling between local systems could take between a half a day to a few days.

Lastly, ships in combat slow down to their **intercept** speed, which is measured in **units**. A ship must be traveling at intercept speed in order to engage in starship combat. For reference, in comparison to movement on the ground, **one unit is equal to 50 feet**.

### RECHARGING STARDRIVES

A stardrive can run at full power and maintain a ship's maximum speed for up to 5 days before needing a 24 hour period for the sorium within the engine to replenish itself. Executing a system jump drains approximately 1 days worth of travel at full speed.

### Variant: Starships on a Grid

If you are using the rules for playing on a grid (as defined in the sidebar in chapter 9), travel and combat in space works primarily the same way with a few differences.

***Movement.*** For starships moving at intercept speed, each square on a grid is equal to one unit. So, a speed of 6 units translates to 6 squares (equal to 300 feet).

***Increasing the Scale.*** When you are dealing with only grand scale ships, you may wish to increase the scale by a factor of 10 (one square equals 10 units).

***Vertical Movement.*** Unless otherwise noted, ships can remain close enough to each other laterally to not adversely affect the distance between them. When in combat, due to the addition of the third dimension, the GM may allow multiple starships the ability to occupy the same squares on the grid, even if they are not necessarily in the same space.

# Ship Types

There are two main types of ships in Esper Genesis: **standard scale** and **grand scale**. Standard scale ships can have crews of anywhere from one to eight depending on their size and capabilities, while grand scale ships can easily have operating crews of up to 50 or more, often carrying other starships within their hangar bays.

## Ship Sizes

Much like creatures and planetary craft, starships have their own size categories, each larger size taking up a greater amount of space. The Starship Sizes Categories table defines how much space a ship of a particular size controls during movement and combat. Standard scale ships range from solitary to large size, while grand scale ships range in sizes from huge to colossal.

### Starship Size Categories

| Size | Max Space (in Units) | Examples |
|---|---|---|
| *Standard Scale* | | |
| Solitary | ½ by ½ | Escape pod, transport tube |
| Small | 1 by 1 | Small starfighter |
| Medium | 1 by 1 | Starfighter, shuttlecraft, light freighter |
| Large | 2 by 2 | Heavy freighter, transport |
| *Grand Scale* | | |
| Huge | 10 by 10 | Mining ship, battle cruiser, medical ship |
| Massive | 50 by 50 | Capital warship, Environmental transport |
| Colossal | 100 by 100+ | City ship, Starbase |

## Operation Modes

There are two modes of ship operation: **single-person** and **multi-person**. A character in a single-person ship handles all ship maneuvers and functions on their own. In a multi-person ship, a group of characters is referred to as a **crew**. Movement in a multi-person ship is performed by the pilot, while other combat actions are available to everyone in the crew.

Standard scale ships can function in both operation modes. Grand scale ships must follow rules for multi-person operation.

## Vehicle Proficiency

Regardless of type, a Vehicle (Space) proficiency is **required to properly operate** any ships larger than a Small starship. Any attempt to do so without being proficient will suffer a disadvantage to any ability checks made to operate the ship.

## Crewmember Roles

Your choice of a role on a starship greatly affects every aspect of the ship's functions, from the amount and type of maneuvers available to the versatility and endurance of the ship itself. A ship's crew has three primary roles available to each member.

A ship's role can be reassigned at any time. If a ship's role is reassigned during combat, however, both the current and new character for that role must use an action and that role cannot be used for maneuvers during that ship's turn.

### Pilot

The pilot controls the movement and maneuverability of the ship. It is a mandatory role for starships, as these ships cannot function properly without a pilot at the controls. The skill of the pilot also contributes to the defensive capabilities of the ship.

On capital ships, the pilot can also be referred to as the helm or control officer.

### Gunner

A ship's gunner controls one of the major weapon systems on the ship, which can be used to deal direct damage to other ships or disrupt an enemy ship's systems. Their skill directly affects both the accuracy and effectiveness of their ship's weapons.

On captial ships, a gunner can also be referred to as the ship's tactical or warrant officer.

### Technician

The technician maintains the integrity of a ship's operational functions. They can also control the ship's shields and innate defensive capabilities. A technician's inherent mental attributes contributes to the ship's overall defensive capability.

On capital ships, the technician can also be referred to as the engineer or operations officer.

## OPTIONAL SHIP ROLES

For ships with a large number of crew spots available, characters can choose to take the following optional roles.

***Captain.*** On larger vesssels, the captain decides the order in which a ship's maneuvers are executed, which are then carried out by the rest of the crew. Though primarily a social role on standard scale ships, the captain can also function as a co-pilot (as described below). The captain's skills becomes far more prominent when using the grand scale combat rules provided in the *Master Technician's Guide*.

***Co-Pilot.*** This title can also be attributed to the ship's technician, but if there is already a technician assigned to the ship, the co-pilot can be a valuable crew asset if the ship has crew space for them. A co-pilot can be used for the following options.

- The ship's maneuver defense can be calculated using the co-pilot's Wisdom bonus instead of the pilot's (see "Combat Piloting" later in this chapter).
- If the pilot or technician choose not to or become incapable of performing their role during the ship's turn, the co-pilot can immediately perform the pilot's or technician's maneuver instead of the assigned character.
- If not performing a maneuver, the co-pilot can use the Help action to assist the pilot or technician with their maneuver checks.
- The co-pilot can choose to make the ship's maneuver saving throws against maneuvers used by enemy ships.

# STARSHIP COMBAT

Starships use special systems in order to resolve combat. The following rules are used to resolve conflicts between starships and other similar spacecraft. These rules are meant to supplement the normal combat rules found in chapter 9. Several of these rules are dependent upon the size of the ship as well as its number of crewmembers.

These combat rules are primarily used for standard scale ships. Though they can be used for larger size ships, combat for grand scale and capital ships also come with additional rules, which are covered in the *Master Technician's Guide*.

## STEALTH AND SURPRISE

Under most normal circumstances, a starship's sensors can detect the presence of other ships within intercept range. Only under extremely rare circumstances can a ship's crew be surprised. Perhaps their sensors are down, or the enemy ship is hiding in a nearby nebulae that happens to interfere with all sensors. A ship may also attempt to mask the energy signature of their stardrive (see the "Drive Masking" sidebar).

Any of these options are left to the GM's discretion. If circumstances arise to where a ship's crew does become surprised, the ship can't move or take on its first turn of the combat, and the crew can't make any maneuvers or take reactions until that turn ends. Unless defined by the GM, a situation that surprises only part of the crew does not cause the entire crew to be surprised.

### DRIVE MASKING

A ship moving at intercept speed can attempt to hide from short range sensors by masking its drive signature. The ship's technician can attempt this by making a Wisdom (Mechanics) roll. The result is the DC required to spot the masked ship with an opposing Wisdom (Perception) check.

## INITIATIVE

Similar to normal combat, Initiative is determined with the pilot's Dexterity check. Because a ship's crew operates in unison, the initiative roll is made for the entire crew.

## THE SHIP'S TURN

During the ship's turn, the pilot can **move** the ship up to its speed in units. Each member of the crew can take an action to perform **one maneuver**. The crew decides the order in which they perform their maneuvers, as their choices can directly affect the checks that are made by crewmembers who act after them. The maneuvers available to each crewmember are described in the "Crew Maneuvers" section later in this chapter.

***Single-Person Ships.*** If a ship is being piloted in single-person operation mode, the pilot still moves and can take an action to perform a piloting maneuver. In addition, they can use their bonus action to perform one additional maneuver as if they were a technician or a gunner. If a piloting maneuver calls for a bonus action to be used, the pilot can instead use their bonus action during that maneuver.

### BONUS ACTIONS

Certain ship maneuvers, weapons, or functions let a crewmember take a bonus action. If no situation or maneuver arises that states that you can use your bonus action, you don't have a bonus action to take.

Each crewmember can only take one bonus action per turn, so you must choose which bonus action to take when you have more than one available.

### REACTIONS

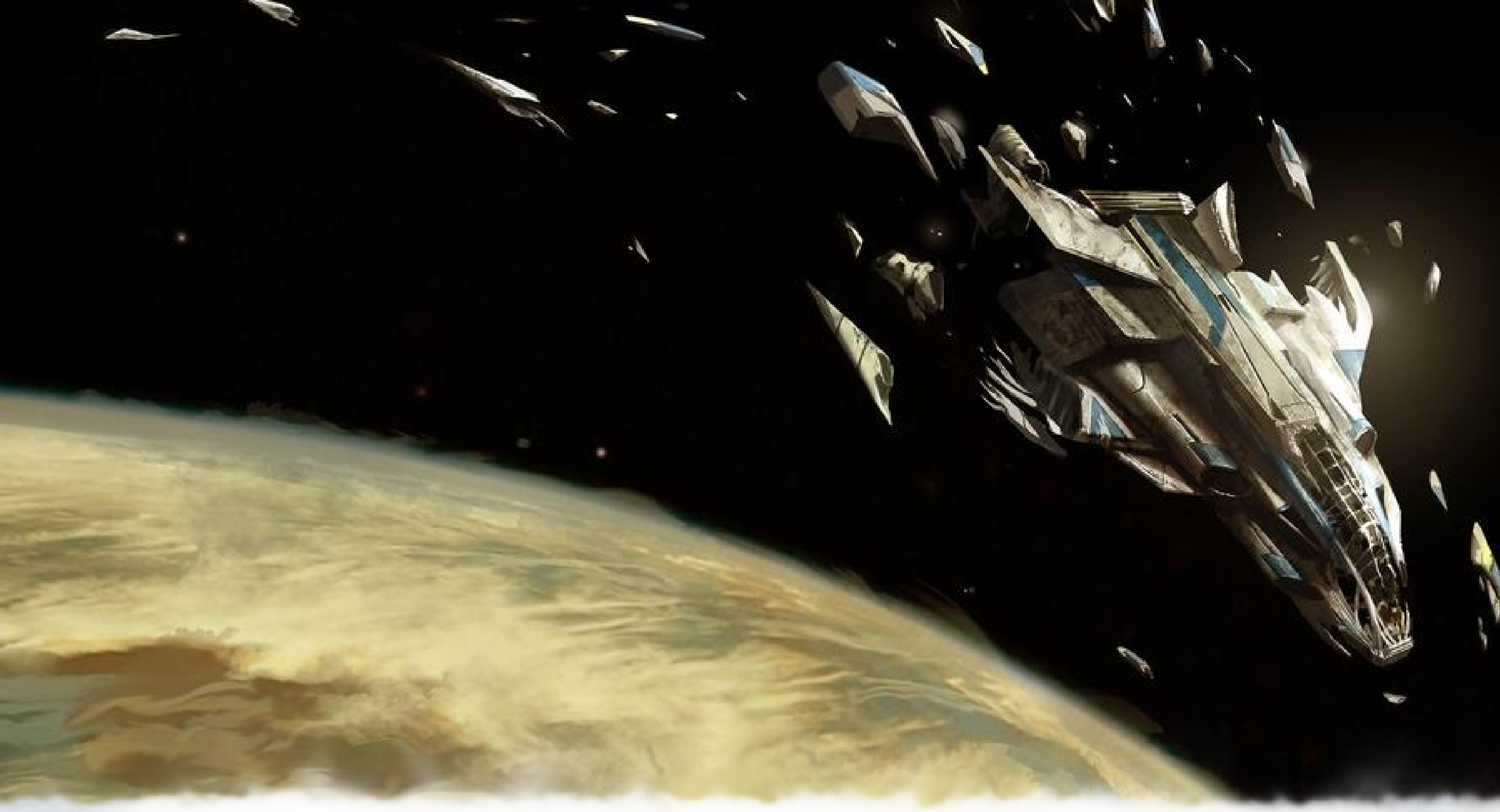
Special attacks or circumstances allow crewmembers to take reactions, such as opportunity attacks, for example. Identically to normal combat, when you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

### OTHER ACTIVITY ON THE SHIP'S TURN

Crewmembers can still accomplish certain things that don't require an action or maneuver.

All crewmembers can communicate with each other through brief messages which can either be stated verbally or via commlink to another part of the ship.

You can also interact with one object or a feature of your surroundings during your action, as you would in normal combat (see the sidebar "Interacting with Objects Around You" in chapter 9).



## TIME AND MOVEMENT

Space combat is measured in **rounds** in the same manner in which it is resolved between creatures and monsters (see chapter 9, "Combat"). The pilot can move the ship a distance up to its speed. A ship doesn't have to move its full speed on each turn.

### BREAKING UP YOUR MOVE

The pilot can choose to break up the ship's movement, using some of the ship's speed before or after the crew executes maneuvers. For example, if the ship has a speed of 50 units, the ship can move 20 units, perform some of its crew maneuvers, then move another 30 units and perform the rest of its crew maneuvers.

### TURBULENT ZONES

At times, ships can be caught in pockets of space that are difficult to travel through such as spatial distortions and small fields of rocks or space debris. The space occupied by another ship, hostile or not, also counts as a turbulent zone.

When moving through turbulent zones, every unit of movement costs 1 extra unit. This rule is true even if multiple things in a space count as a turbulent zone.

### OCCUPYING THE SAME SPACE

You can move your ship through another ship's space only if the ship is at least two sizes larger or smaller than you. Remember that another ship's space counts as a turbulent zone for your ship.

Whether the ship is hostile or not, you can't willingly end your move in its space unless you are using the optional grid rules (see the "Starships on a Grid" sidebar).

### SQUEEZING INTO A SMALLER SPACE

As different ships vary in length and width, they can squeeze through a space that is large enough for a ship one size smaller than it. Thus, a Large ship can squeeze through a passage that's 50 feet wide. Squeezing through a space counts as moving through a turbulent zone, and all crewmembers have disadvantage on all maneuvers and maneuver saving throws. Weapon attacks made against the ship have advantage while it's in the smaller space.

### CINEMATIC COMBAT SEQUENCES

Starship combat in EG is meant to be fast and fluid while keeping all of the players engaged in the heroic action. Much like normal combat, the position of ships during combat in space is meant to be more cinematic, with the maneuvers acting as a narrative aid when combat is described by the GM or the players. If you prefer to add more of a technical style, advanced rules such as turning radius and firing arcs can be found in the *Master Technician's Guide*.

## MANEUVERS IN COMBAT

During starship combat, each crewmember can take their action to perform one maneuver available to them depending on their assigned role. Each maneuver can have a possible effect on the crew's ship, one or more enemy ships, as well as a maneuver performed by other crewmembers.

## Combat Piloting

During a conflict, the pilot performs their maneuvers with the intent of making sure their ship doesn't end up as scrap, especially with them inside.

A ship's pilot uses their Dexterity modifier to perform maneuvers. Their Dexterity modifier is also used when setting the saving throw against a maneuver they perform.

**Piloting maneuver check** = d20 + your proficiency score (if applicable) + your Dexterity bonus.

**Maneuver save DC** = 8 + your proficiency score (if applicable) + your Dexterity bonus.

## Maneuver Defense

When maneuvers are performed, it is often against the **maneuver defense** of the opposing pilot. Your ship's maneuver defense uses the pilot or co-pilot's Wisdom modifier and is calculated as follows:

**Maneuver defense** = 8 + your proficiency score (if applicable) + your Wisdom bonus.

## Range

Maneuvers can be performed within a limited range which is equal to the ship's sensor range.

## Effects and Duration

Each maneuver has a different effect upon a specified number of targets. Some effects last until the start or end of your ship's or a target's turn. The **start of your ship's turn** is defined as before your ship moves and no maneuvers have been performed. The **end of your ship's turn** is defined as after the ship has moved and all of the crewmembers have completed performing their maneuvers.

The target's turn follows the same definition, their start and end being before or after their move and performed maneuvers.

# Crew Maneuvers

The following section lists maneuvers available to each crewmember. Unless otherwise stated, each maneuver **takes one action** to perform. If a ship is in multi-person operation, when a maneuver allows for a bonus action to offset its effects, the bonus action must be used by a different crewmember and that crewmember must be in the assigned role specified by that bonus action.

## Pilot Maneuvers

The pilot can perform the following maneuvers in combat. The range of a piloting maneuver is equal to the ship's sensor range, as provided in the ship's stats.

### Attack Run

You charge toward another enemy in attack formation. You move your ship directly toward an enemy ship you choose within weapon range (you must move a minimum of 2 units). Make a piloting maneuver check versus the opponent's maneuver defense. If successful, when your gunner hits the target with the attack maneuver, they deal additional damage equal to your Dexterity modifier.

If your check is unsuccessful, the target can use its reaction to make an opportunity attack against you.

### Braking Maneuver

You attempt a sharp turn or full stop to throw off an enemy's targeting. Make a piloting maneuver check versus the maneuver defense of a target within range. If successful, the next attack made against you by the target has disadvantage if the attack is made before the start of your ship's next turn.

You can perform this maneuver once and must wait until the end of your ship's next turn before you can do so again.

### DOG FIGHT

You attempt to sync with an enemy's flight pattern to gain a steady target for the ship's weapons. Make a piloting maneuver check versus the maneuver defense of a target ship within range. If successful, attack rolls against that target are made with advantage until either until the end of your ship's next turn, or until you perform another piloting maneuver, whichever comes first.

However, while the effect of this maneuver is active, attack rolls made against you from any ship other than the target are also made with advantage to the roll unless the technician can modify the shields by using a bonus action and making a successful Intelligence saving throw versus your maneuver save DC.

This maneuver can instead be used to negate the effect a target's Evasive Action maneuver. If used in this way, both effects simply cancel each other out with no bonuses or penalties applied.

### EVASIVE ACTION

You drastically alter your flight pattern to confuse the enemy targeting systems. Choose three enemy ships within range. Each target must make a Dexterity saving throw versus your maneuver save DC. On a failed save, attack rolls against your ship from that target are made at a disadvantage either until the end of your ship's next turn, or until you perform another piloting maneuver, whichever comes first.

While the effect of this maneuver is active, attacks made by your ship's gunners are made with disadvantage unless they spend a bonus action and make a successful Wisdom saving throw versus your maneuver save DC.

This maneuver can instead be used to negate the effect an enemy's Dog Fight maneuver. If used in this way, both effects simply cancel each other out with no bonuses or penalties applied.

### FEINTED STUNT

This maneuver can only be used near a wall, barrier, or piece of debris that is within at least one size category of the target ship.

You attempt a risky turn while close to an obstacle. Make a piloting maneuver check against the maneuver defense of a target within range. If successful, the target will be at a disadvantage to attack rolls made against you until the end of their next turn. The target can negate this penalty by using their reaction and making a successful Dexterity saving throw versus your maneuver save DC. This effect lasts until the end of the target's next turn.

If either your maneuver check or the target's saving throw results in a 1 or 2 on the roll, the ship that made the roll collides with the nearby obstacle and takes 3d6 bludgeoning damage.

### FULL THRUST

You push the limits of your thrusters while maneuvering in combat. Make a DC 14 piloting maneuver check. If successful, until the start of your ship's next turn, your maneuver defense increases by 2 and your speed increases an amount equal to half your intercept speed.

This maneuver causes a severe amount of stress on your engines. When you perform this maneuver, your ship's technician must spend their reaction and make a DC 14 Wisdom saving throw. If the save fails, your ship takes 1d4 points of lightning damage from the engine's power surge.

### FORCED POSITION

You attempt to force an enemy ship into an optimal position for an ally's attack. Make a piloting maneuver check versus the maneuver defense of a target within two units of your ship. If successful, choose an ally within range. You can push the target up to 2 units toward that ally and the next attack roll made by that ally using the attack maneuver is made with advantage if the attack is made before the start of your ship's next turn.

### RAM

You attempt to ram your ship into an enemy ship. You charge toward another enemy in attack formation. Targets that are two or more size categories larger than your ship can't be damaged by this maneuver.

You move your ship directly toward an enemy ship you choose within the distance of your total intercept speed (you must move a minimum of 15 units). Make a piloting maneuver check versus the opponent's maneuver defense. If successful, you can push the target up to 2 units.

Refer to the Collision Damage table below and define the size category of the smallest ship in the collision. Both your ship's technician and the target ship must make a Wisdom saving throw versus your maneuver save DC. Each ship takes bludgeoning damage equal to the amount listed on a failed save, or half as much on a successful one. For example, if a Large ship successfully rams a medium ship, both ships take 3d6 bludgeoning damage.

#### COLLISION DAMAGE

| Smallest Ship Size | Damage |
|---|---|
| Solitary/Small | 2d6 |
| Medium | 3d6 |
| Large | 4d6 |
| Huge | 8d6 |
| Massive or larger | 20d6 |

## GUNNER MANEUVERS

A ship's gunner may perform the following maneuvers. When making an attack roll with a ship's weapon, the gunner is considered to be proficient in that weapon.

### ATTACK

This is the most common maneuver for a gunner to take, firing a ship's weapon to deal damage to a foe. When you perform this maneuver, you make one melee or ranged weapon attack with your ship's weapon (see chapter 9, "Combat" for rules on making an attack).

### COVER FIRE

You fire your ship's weapons in an attempt to take an enemy's focus away from another target. Make a ranged weapon attack versus a target's maneuver defense. If successful, choose up to two allies. Attack rolls against those allies from the target of your cover fire are made with disadvantage to the roll until the end of the target's next turn.

### FOCUSED AIM

You focus your attention on a single target and take extra time in attempt to increase the effectiveness of your attack. Choose a target within range. Your next attack on this target using the attack maneuver is made with advantage. In addition, a roll of a 19 or 20 on the die results in a critical hit.

### READY

You can use this maneuver to act later in the round using your reaction. This maneuver functions the same as taking the Ready action as defined in chapter 9.

### TARGET SYSTEMS

You attempt to damage or disable one of the operating systems of another ship. Make a ranged weapon attack against a target within weapon range. On a hit, you inflict half the weapon's damage and the target ship's technician must make an Intelligence saving throw against your maneuver save DC. If the save is not successful, the target also suffers system damage, which is determined by the following table. The effect from the system damage lasts until the end of the target's next turn.

#### TARGET SYSTEMS TABLE

| d10 Roll | System Affected |
|---|---|
| 1 | ***Guidance.*** The target's speed is reduced by half and they are at disadvantage to all piloting maneuver checks and saves. |
| 2–6 | ***Defense.*** The target's AC and maneuver defense are both reduced by a d4. |
| 7–9 | ***Weapons.*** The target is at a disadvantage to all attack rolls made with the ship's weapons. |
| 10 | ***Electrical.*** The target ship may only perform maneuvers from one of the three assigned roles. |

## TECHNICIAN MANEUVERS

A technician performs the following maneuvers.

### POWER BOOST

You divert power from non-essential systems to boost one of the ship's systems. Make a DC 14 Wisdom (Mechanics) check. If successful, you may either increase the ship's speed by half until the start of your ship's next turn, or you grant a bonus to the next maneuver roll made by the pilot or gunner. The bonus is equal to 1d4 plus your Wisdom modifier.

### IMPROVED SENSORS

You use environmental data to boost the ship's targeting sensors. Make an Intelligence (Astrophysics) check against an opponent's maneuver defense. On a success, the next weapon attack made by your ship using the attack maneuver is made with advantage to the roll if the attack is made before the start of your ship's next turn.

### JURY RIG

You do a quick patch on systems that may have been damaged during combat. Make a DC 14 Wisdom (Mechanics) check. If successful, the ship will recover a number of hull points equal to 1d4 + your Wisdom modifier. This maneuver can be performed twice, requiring the ship to complete a patch or full repair before it can be performed again (see "Damage and Repair" later in this chapter.

### PINPOINT TARGETING

You scan a target for structural weak points. Make an Intelligence (Computers) roll versus the maneuver defense of a target within range. If successful, until the start of your ship's next turn, a successful weapon attack from your ship against the target deals additional damage equal to your Intelligence modifier.

### SENSOR JAMMING

You attempt to jam the enemy's targeting system. Make an Intelligence (Computers) check versus the maneuver defense of a target within range. If successful, the target's next attack roll against your ship is made with disadvantage if the attack is made before the start of your ship's next turn.

### SHIELD BOOST

You divert power from non-essential systems to increase power to the ship's shields. Make a DC 14 Wisdom (Mechanics) check. If successful, until the start of your ship's next turn, your ship's AC increases by 2.

#### SIMULTANEOUS GROUND AND SHIP ACTIONS

Since space combat is measured in rounds, it's possible to run combat for both characters and ships simultaneously. Perhaps one of the crew is dealing with an intruder onboard while their ship is in battle, or the party inside a station needs to open the bay doors to let an ally's ship escape.

When this occurs, characters roll their own initiative and their turn is resolved in the same initiative order as any ships involved in the combat. In a multi-person ship, all crew maneuvers must be completed together before the next order in initiative. In the case of a character and ship on the same initiative, characters take their actions first before ships can act..

# DAMAGE AND REPAIR

Combat takes a heavy toll on a ship's hull, engines, and electrical systems. Even though some patchwork can be done in the interim, any ship can only take so much damage before needing to go through extensive repair in a maintenance bay.

## HULL POINTS

In combat terms, a ship's **hull points** are treated the same as hit points for characters. The main difference between the two is that a loss of hull points can also directly affect a ship's systems depending on the ship's structural integrity (as described below). Otherwise, hull points are treated the same in regards to taking damage, critical hits, or receiving healing (see the Damage and Healing section in chapter 9).

## STRUCTURAL INTEGRITY

While a ship's hull points measure its effectiveness in combat, a ship's **structural integrity** (referred to as **SI**), measures the overall endurance of the ship in regards to stress and system damage. The more damage a ship takes, the less likely the whole thing will hold together. Every ship has an SI score when its stats are calculated. When a ship loses SI, its overall structure is severely damaged, and can only be regained during a full repair or through special powers and items. A ship that is reduced to 0 SI is destroyed.

A ship loses one point of SI whenever any of the following occurs.

- The ship fails a system shock roll.
- The ship takes damage from a single attack that is equal to or greater than half its hull point maximum.
- The ship takes damage after being reduced to 0 hp.

Each time a ship loses SI, roll a d20 and consult the System Failure table below. The result determines the effects on the ship due to the loss of SI. These effects are cumulative and last until the ship undergoes a patch or full repair.

### SYSTEM FAILURE

| d20 Roll | Effect |
|---|---|
| 1 | The ship loses 2 SI instead of 1. |
| 2–4 | **Weapons.** One of the ship's weapons ceases to function. It cannot be used again until the ship goes through a patch or full repair. |
| 5–8 | **Electrical.**Each crewmember must make a DC 14 Constitution saving throw, taking 3d6 lightning damage on a failed save, or half as much on a successful one. |
| 11–12 | **Controls.** All piloting maneuver checks are made with a −2 penalty. |
| 13–14 | **Defense.** The ship's AC and maneuver defense are reduced by 2. |
| 15–16 | **Targeting.** Weapon attack rolls are made with a −2 penalty. |
| 17–18 | **Computers.** All crew Intelligence checks and saves are made with disadvantage. |
| 19–20 | **Sensors.** The ship's sensor range is reduced by 2. |

## TAKING DAMAGE

In addition to keeping track of hull points, special circumstances apply whenever dealing with critical hits and excessive damage.

### System Shock

When a ship takes a critical hit, in addition to taking the additional damage (as described in chapter 9), the target's technician must make a **system shock** roll, which is an Intelligence saving throw versus the attacker's maneuver save DC. If failed, the ship's systems are affected, causing the ship to lose a point of structural integrity.

### Resistances and Vulnerabilities

Some ships have special defenses or weaknesses against specific damage types. The rules for ship resistances and vulnerabilities work in the same manner as it does for characters as described in chapter 9.

### Being Reduced to 0 Hull Points

A ship that is reduced to 0 hp is completely disabled. It cannot move nor can any maneuvers be performed with the ship's systems. If a ship starts its turn with 0 hp, the technician must make an Intelligence saving throw against a DC equal to 15 minus the ship's current SI score. Each failed save reduces the ship's SI by 1. A ship that is reduced to 0 SI is destroyed.

### Hit Points vs Hull Points

A starship's defenses include fortified frames, polarized plating, and energy shields, all of which make them fairly resistant to attacks from handheld weapons. If it becomes necessary to calculate a ship's durability in creature terms, multiply the hull points by 10, and add resistance to bludgeoning, piercing, and slashing damage.

## Repairing Damage

So long as it's not destroyed, any ship can be repaired. The damage can be repaired directly using maneuvers such as jury rig or through esper powers such as the *restore hull* technique. Hull points can also be recovered through two types of repair processes—patch repairs and full repairs.

### Patch Repair

A patch repair takes 1 hour, during which the crew makes temporary fixes to the ship's systems. During a patch repair, the crew can expend up to two hull dice from their maximum. The ship regains hull points equal to the result of the roll plus the technician's Wisdom modifier. In addition, any system failure effects upon the ship due to SI loss are repaired.

***Using SI.*** Optionally, the crew may choose to sacrifice structural integrity in order to recover hull points. For each point of SI expended, an additional hull die can be added to the roll for hull point recovery. Expending SI in this way does not cause system failure to occur. If you are assigning a new character to the technician role, the ship's SI is calculated based on the new technician.

***Crew Resting.*** Crewmembers may need to rest themselves in addition to patching up their ship. A patch repair cannot be performed during a short rest, but it can be performed during a long rest.

### Full Repair

A full repair takes 24 hours, during which all hull points and SI can be fully recovered at a cost.

***Recovering HP.*** Hull points can be fully repaired so long as the ship is in an adequately stocked maintenance bay or spaceport. The ship also recovers any hull dice expended during patch repairs. The crew may have to pay docking and repair fees (see chapter 5 for costs.)

***Recovering SI.*** Structural integrity is more costly to repair, requiring the same method as restoring hull points with an additional fee for materials. Each point of SI has a base repair cost of 1000 cu in parts and equipment. These prices may be negotiable at the GM's discretion.

# SHIP STATISTICS

A ship's base statistics are defined on its stat block, which details the necessary information for resolving ship operation and combat.

## CREW MODIFIERS

The expertise of a ship's crew is just as important to the ship's performance as the ship itself. Some of the entries in a ship's stat block, such as AC and hull points, has base values whose final totals are dependent upon the personal ability modifiers of the crewmember in the specified role (see Calculating Final Statistics).

## STAT BLOCK DESCRIPTIONS

These are the most commonly found in a ship's stat block.

### ARMOR CLASS

A vehicle's hull has armor and a durable frame that make up the vehicle's base Armor Class, which is modified by the pilot's Dexterity bonus.

***Maneuverability.*** The ship's ability to take dive, turn, and take quick evasive maneuvers. This becomes a bonus to the ship's Armor Class.

### MAX (MIN) CREW

This notes the maximum number of crew stations available. If there is a minimum number required above 1, it is noted in parentheses. There is always one pilot, but other roles may be divided between members.

### HULL DICE

These represent the base value upon which the ship's frame is constructed. Hull Dice are used for starship repair. They are also used in ship construction, which is covered in detail in the *Master Technician's Guide*.

### HULL POINTS

The same as hit points for a creature or threat, hull points represent the amount of damage a vehicle can sustain. A vehicle that drops to 0 hit points is destroyed.

***Base Hull Points.*** The amount of hp the ship has before the defense modifier is applied.

***Defense Modifier.*** Representing the ship's shields and countermeasures, this modifier and the technician's Intelligence bonus is used to calcluate a ship's total hull points using the formula listed in the ship's stat block.

### STRUCTURAL INTEGRITY

A measure of how much overall damage a ship can take before internal systems are affected. A ship's starting SI score is typically equal to the number of hull dice and modified by the technician's Wisdom modifier.

### SPEED

How far a ship can move on its turn measured in units. For ease of play, all vehicles are able to operate at all angles during movement, much like normal melee and ranged combat.

### WEAPON SYSTEMS

These are the available weapons aboard the ship. The quantity column shows the number of weapons stations available with that weapon type. A weapon station may be assigned to only a single crewmember and may not be used more than once per turn.

### DEFENSE SYSTEMS

These are individual to each ship. They are often reactions that can be taken during combat by one of the ship's crewmembers.

## ENEMY STATISTICS

While characters have base values for their ships, enemy ships have set values with their crew bonuses already incorporated into their stats.

### HULL POINTS

When an enemy ship is reduced to 0 hull points, it is destroyed.

### PILOTING BONUS

This is an enemy ship's bonus to flight and attack maneuvers. It is usually equal to the pilot's dexterity bonus.

### SAVING THROWS

This enemy stat is the ship's saving throw modifiers used when countering maneuvers in combat.

### SKILLS

The enemy technician's skills for use in combat will be listed here.

### MANEUVER DEFENSE

The pilot's ability to defend against enemy crew maneuvers (see Roles and Maneuvers)

### MANEUVER SAVE DC

The crew's ability to avoid the effects of maneuvers (see Roles and Maneuvers).

### XP VALUE

This is the amount of experience points gained for defeating this enemy ship. The total amount is divided amongst the crewmembers.

### COMBAT PILOTING

These are the piloting maneuvers available to an enemy ship's pilot, should they choose to perform any.

### ACTIONS

The ship's weapons and defense systems, as well as any additional effects.

## CALCULATING FINAL STATISTICS

When putting together the stats for a character operated ship, you must first assign those characters to the ship's roles. The stats are then calculated using those characters' ability modifiers.

## ARMOR CLASS

A ship's armor class is calculated as follows.

**Ship's AC =** Base AC + maneuverability + Pilot's dexterity modifier

For example, if a ship has a base armor class of 8 and a maneuverability of + 2, and a pilot with a 16 dexterity (which provides a modifier of +3), then the ship has a total armor class of 13 (calculated as 8 + 2 + 3)

## HULL POINTS

A ship's maximum hull points are calculated as follows.

**Max HP =** Base HP + (defense modifier x technician's Intelligence modifier)

For example, if a ship has 9 base hull points, a defense modifier of 2, and a technician with an Intelligence score of 15 (which provides a +2 modifier), the ship has a maximum hp total of 13 (calculated as 9 + [2 x 2]).

If instead, the technician had an Intelligence score of 16 (which provides a +3 modifier), the ship's maximum hp total would increase to 15 (calculated as 9 + [2 x 3]).

### BUYING STARSHIPS

At the GM's discretion, standard ships can be purchased. Ship costs and construction are covered in the *Master Technician's Guide*. For the ships provided here, the following costs can be used as reference. All costs and availability are left to the discretion of the GM.

- Small Starfighter: 8,000 cu
- Starfighter: 12,000 cu
- Light Freighter/Gunship: 35,000 cu
- Heavy Freighter: 60,000 cu

## STRUCTURAL INTEGRITY

A ship's total SI is calcluated as follows.

**Total SI =** Base SI + technician's Wisdom modifier

For example, if a ship has a base SI of 5, and the technician has a Wisdom score of 16 (a +3 modifier), the ship would have an SI total of 8.

## WEAPON SYSTEMS

Only the base damage is provided for a ship's weapons. Much like all other ranged weapons, the gunner's dexterity modifier is used for attack and damage roll bonuses. An autocannon (1d6 base damage) used by a gunner with a 15 dexterity would deal 1d6+2 piercing damage.

# SAMPLE PLAYER SHIPS

The following are some generic stat blocks for character operated starships. A full list of ship sizes and types by origin and model, as well as rules for construction are provided in the *Master Technician's Guide*.

## SMALL STARFIGHTER

**Size:** Small

**Base Armor Class:** 7

**Maneuverability:** + 3 **(**+ Pilot's Dex bonus for total AC)

**Hull Dice:** 2d6

**Base Hull Points:** 7

**Defense Mod:** 2 (x Technician's Int Mod for HP bonus)

**Structural Integrity:** 2

**Sensor Range:** 12

**Max Crew:** 1

**Speed:** 6

### WEAPON SYSTEMS

| Weapon | Qty. | Range | Damage |
|---|---|---|---|
| Autocannon | 1 | 6/12 | 1d6 piercing |

## STARFIGHTER

**Size:** Medium

**Base Armor Class:** 9

**Maneuverability:** + 2 **(**+ Pilot's Dex bonus for total AC)

**Hull Dice:** 2d8

**Base Hull Points:** 9

**Defense Mod:** 2 (x Technician's Int Mod for HP bonus)

**Structural Integrity:** 2

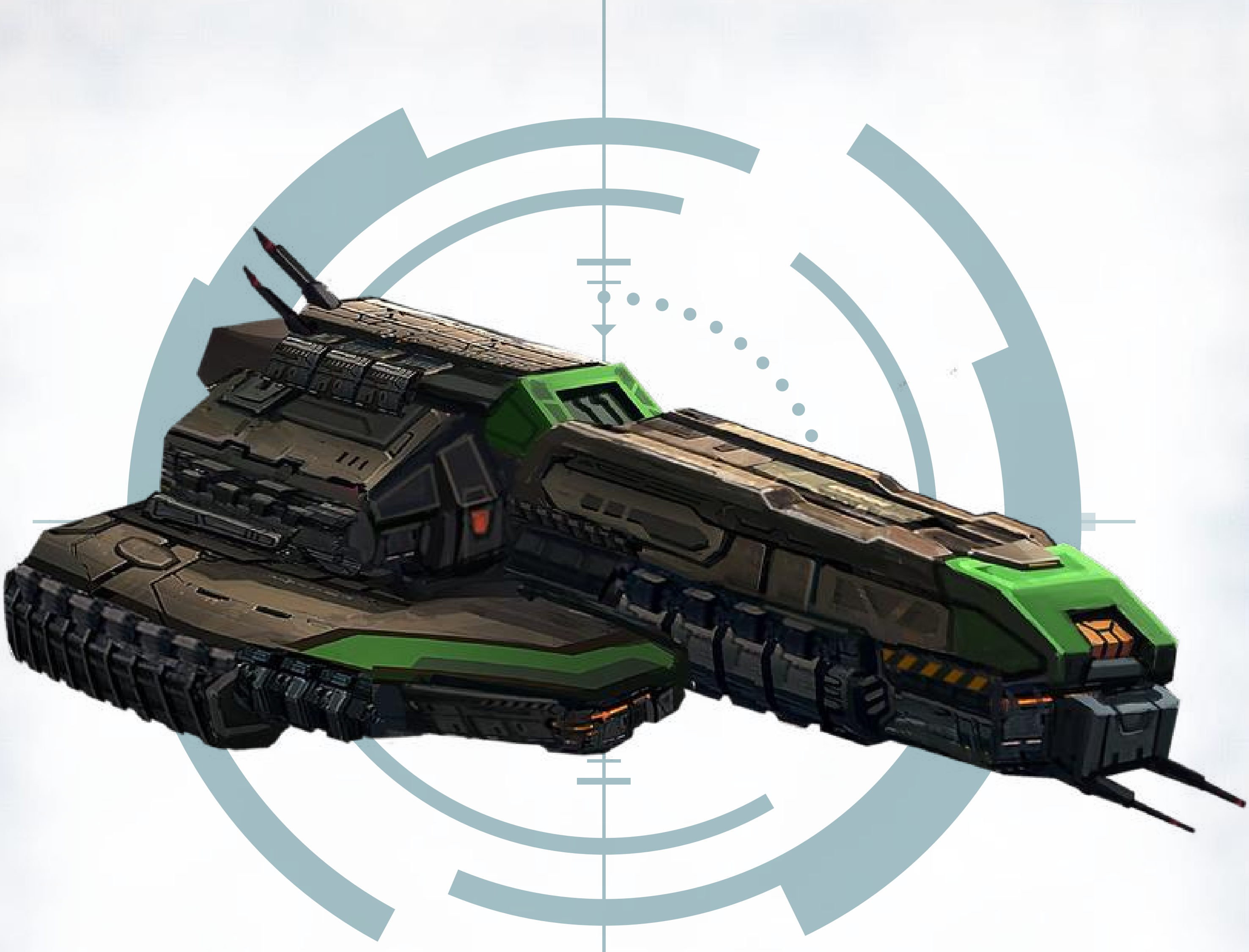
**Sensor Range:** 12

**Max Crew:** 2 (1 pilot, 1 gunner)

**Speed:** 6

### WEAPON SYSTEMS

| Weapon | Qty. | Range | Damage |
|---|---|---|---|
| Autocannon | 1 | 6/12 | 1d6 piercing |



## Light Freighter / Gunship

**Size:** Large

**Base Armor Class:** 10

**Maneuverability:** + 2 (+ Pilot's Dex bonus for total AC)

**Hull Dice:** 4d10

**Base Hull Points:** 22

**Defense Mod:** 5 (x Technician's Int Mod for HP bonus)

**Base SI:** 5 (+ Technician's Wis Mod for total SI)

**Sensor Range:** 14

**Max Crew:** 4 (1 pilot, 1 technician, 2 gunners)

**Speed:** 5

### Weapon Systems

| **Weapon** | **Qty.** | **Range** | **Damage** |
|---|---|---|---|
| Dual Cannons | 2 | 8/16 | 1d8 piercing |

## Heavy Freighter

**Size:** Large

**Base Armor Class:** 12

**Maneuverability:** + 1 (+ Pilot's Dex bonus for total AC)

**Hull Dice:** 8d10

**Base Hull Points:** 44

**Defense Mod:** 6 (x Technician's Int Mod for HP bonus)

**Base SI:** 8 (+ Technician's Wis Mod for total SI)

**Sensor Range:** 14

**Max Crew:** 4 (1 pilot, 1 technician, 2 gunners)

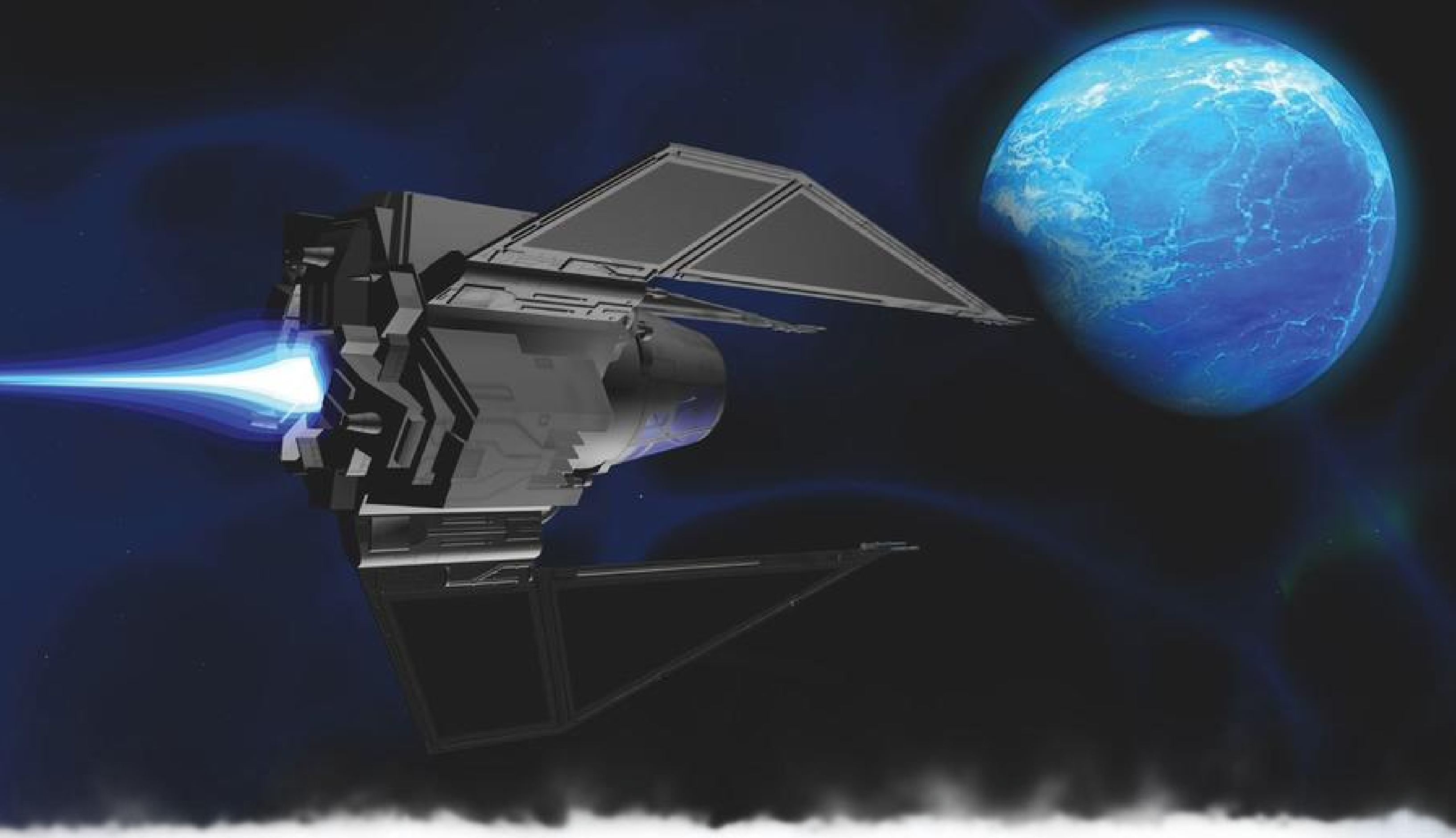
**Speed:** 6

### Weapon Systems

| **Weapon** | **Qty.** | **Range** | **Damage** |
|---|---|---|---|
| Dual Cannons | 2 | 8/16 | 1d8 piercing |

### Defense Systems

***Directional Barrier.*** Once per turn, a technician can spend a bonus action to increase the ship's AC by 2 against a single attack that would hit it.



## NPC STAT BLOCKS

The following are some generic stat blocks for NPC or enemy operated ships. Specific enemy ships and their stat blocks can be found in the *Threats Database*.

### SMALL STARFIGHTER

**Size:** Small

**Armor Class:** 12

**Hull Points:** 11 (2d6 + 4)

**Piloting Bonus:** +1

**Speed:** 6

#### MODIFIERS

**Saving Throws:** Intelligence +2

**Skills:** Astrophysics +2, Mechanics +2

**Maneuver Defense:** 10

**Maneuver Save DC:** 11

**Sensor Range:** 12

**XP Value:** 25

#### ACTIONS

***Autocannon.*** *Ranged Weapon Attack:* +3 to hit, range 6/12. *Hit:* 4 (1d6 + 1) piercing damage.

### STARFIGHTER

**Size:** Medium

**Armor Class:** 13

**Hull Points:** 15 (2d8 + 6)

**Piloting Bonus:** +2

**Speed:** 6

#### MODIFIERS

**Saving Throws:** Intelligence +2, Wisdom +1

**Skills:** Astrophysics +4, Mechanics +3

**Maneuver Defense:** 11

**Maneuver Save DC:** 12

**Sensor Range:** 12

**XP Value:** 50

#### ACTIONS

***Autocannon.*** *Ranged Weapon Attack:* +3 to hit, range 6/12. *Hit:* 5 (1d6 + 2) piercing damage.

## Striker

**Size:** Medium

**Armor Class:** 11

**Hull Points:** 32 (5d8 + 10)

**Piloting Bonus:** +1

**Speed:** 5

### Modifiers

**Saving Throws:** Intelligence +2, Wisdom +4

**Skills:** Astrophysics +2, Mechanics +4

**Maneuver Defense:** 12

**Maneuver Save DC:** 11

**Sensor Range:** 14

**XP Value:** 100

***Combat Piloting.*** The striker can perform the following maneuvers: *Attack Run, Dog Fight, Evasive Maneuvers*

### Actions

***Multiattack.*** The striker makes two attacks with its dual cannons.

***Dual Cannons.*** *Ranged Weapon Attack:* +4 to hit, range 8/16. *Hit:* 6 (1d8 + 2) piercing damage

***Missile.*** *Ranged Weapon Attack:* +4 to hit, range 9/27. Hit: 7 (2d6) force damage.

## Heavy Bomber

**Size:** Large

**Armor Class:** 16

**Hull Points:** 32 (5d10 + 5)

**Piloting Bonus:** +2

**Speed:** 6

### Modifiers

**Saving Throws:** Intelligence +3, Wisdom +4

**Skills:** Astrophysics +4, Mechanics +2

**Maneuver Defense:** 12

**Maneuver Save DC:** 12

**Sensor Range:** 14

**XP Value:** 200

***Combat PIloting.*** The heavy bomber can perform the following maneuvers: *Dog Fight, Evasive Maneuvers, Full Thrust*

### Actions

***Multiattack.*** The bomber makes two attacks with its quad cannons.

***Quad Cannons.*** *Ranged Weapon Attack:* +4 to hit, range 5/15. *Hit:* 9 (2d6 + 2) piercing damage

***High-EX Missiles (Recharge 6).*** *Ranged Weapon Attack:* +4 to hit, range 9/27. Hit: 10 (3d6) force damage. On a successful hit, each ship within 2 units of the target must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) radiant damage.

## Heavy Striker

**Size:** Large

**Armor Class:** 15

**Hull Points:** 51 (6d10 + 18)

**Piloting Bonus:** +2

**Speed:** 6

### Modifiers

**Saving Throws:** Intelligence +3, Wisdom +4

**Skills:** Astrophysics +4, Mechanics +2

**Maneuver Defense:** 13

**Maneuver Save DC:** 13

**Sensor Range:** 15

**XP Value:** 200

***Combat PIloting.*** The heavy bomber can perform the following maneuvers: *Attack Run, Dog Fight, Evasive Maneuvers*

### Actions

***Multiattack.*** The striker makes two attacks with its quad cannon or one with its quad cannons.

***Quad Cannons.*** *Ranged Weapon Attack:* +5 to hit, range 5/15. *Hit:* 10 (2d6 + 3) piercing damage

***Ion Charge Missiles (Recharge 6).*** *Ranged Weapon Attack:* +4 to hit, range 9/27. Hit: 10 (3d6) force damage and the ship must succeed on a DC 13 maneuver save or their speed becomes 0 until the end of their next turn.

## Frigate

**Size:** Large

**Armor Class:** 14

**Hull Points:** 45 (6d10 + 12)

**Piloting Bonus:** +2

**Speed:** 5

### Modifiers

**Saving Throws:** Intelligence +4, Wisdom +4

**Skills:** Astrophysics +4, Mechanics +3

**Maneuver Defense:** 14

**Maneuver Save DC:** 13

**Sensor Range:** 14

**XP Value:** 200

***Combat PIloting.*** The heavy bomber can perform the following maneuvers: *Attack Run, Dog Fight, Evasive Maneuvers, Full Thrust*

### Actions

***Multiattack.*** The frigate makes two attacks with its quad cannons.

***Quad Cannons.*** *Ranged Weapon Attack:* +5 to hit, range 5/15. *Hit:* 10 (2d6 + 3) piercing damage

***Directional Barrier.*** Once per turn, the frigate can spend a bonus action to increase its AC by 2 against a single attack that would hit it. To do so, the attacker has to be within sensor range.

# ESCAPE FROM THE EOS KELDOR

by Rich Lescouflair

The overhead dome light flickered on simultaneously with the myriad of screens next to the shuttle's control board. Shifting into the pilot's chair, Lucene poked at the control panel, trying to decipher the sigils spread out over the main display. With no knowledge of the lorendi language, the young promethean's instincts would have to do. Ignoring the sound of gunfire coming from outside, she began randomly flicking a few switches. This should be interesting, she thought to herself.

Her concentration was immediately broken by the arrival of one of her newfound companions "Hope you can fly this thing!" Lincoln shouted from the small pathway between the bridge and the exit ramp.

Lucene shrugged at the soldier, feigning confidence. "How hard could it be?"

"Well… Engines would be nice for starters," Lincoln responded through gritted teeth. He quickly ducked to avoid an incoming hail of bullets, then propped his autorifle up from a crouch to fire back on the lorendi assailants. As he laid down cover fire, a dark-haired eldori rushed up the ramp toward him. Upon reaching the top of of the platform, she spun about, extending her palm forward. A beam of blue-white energy streaked from her outstretched hand, colliding with the enemy below with a resounding boom. Lincoln took the opportunity to pull the latch handle, closing the entry ramp.

"Ryla, come help me read this drek," Lucene grumbled to the eldori.

Ryla and Lincoln shared a quick smile and nod before the eldori hurried into the bridge room. Glancing quickly over the controls, she pointed over Lucene's shoulder toward a large switch at the bottom of the panel. "That one says, *On*." She could barely make out the sound of Lincoln snorting back a chuckle, quickly followed by Lucene's tempestuous glare in the human's direction.

The ship's engines soon gave off a steady hum, though not enough to drown out the sound of gunfire from outside. Lincoln shouted down the hall toward the shuttle's rear. "How's it going, Turmirion?"

Emerging from a floor panel near shuttle's aft chamber, a hulking ashenforged pulled himself onto the deck, a small datapad tucked between his wrist and fingers. He steadied himself while shaking a light layer of soot from his tentacled hair. Scanning the datapad, he responded, "The codes worked. The docking clamps have been removed and we can depart at any time."

Lincoln beamed at the ashenforged with pride. "All right! Then let's — AH!" his speech was replaced by a howl of surprise as his feet left the floor. He nearly flew into Turmirion, sending both human and ashenforged tumbling to the floor as the shuttle shot out of the space dock into the starry void.

Lucene took a quick look behind her. "Oh yeah," she said grinning. "You boys had better buckle up."

While the two helped each other toward the passenger benches, the shuttle lurched sideways to the boom of an explosion and the squeal of twisting metal. "Ah, frag!" Lucene cursed. "We're under attack."

"Oh, really?" Lincoln responded sarcastically.

"Four lorendi vipers on our tail," Ryla called out, working frantically at the tech station controls. "Going to try and boost our shields."

"Any weapons on this thing?" Lincoln asked.

Ryla pointed toward the two small hatches on either side of the room. "Gun turrets are down on either side," she responded. The human and ashenforged gave each other a confirming nod and descended the hatches to reach the weapons controls.

Within a minute of the firefight, two of the enemy fighters were destroyed, but not without the shuttle taking a few shots to the hull. The sensor panel flared with a proximity alarm. "Got another viper joining the fray," Ryla said with noticeable concern.

"Right, then," Lucene responded. "We'll use the Eos Keldor as cover. How much boost do you think we can get out of these engines?"

"We're going back toward the flagship battle?" Turmirion said, startled. "That sounds incredibly unsafe."

"They don't call me the best for nothing, buddy," the promethean retorted. "Ryla, how much boost can we get out of this thing?"

Ryla nervously scanned the panel again. "We can make it. It's risky though."

"Just do it!" Lincoln growled while firing another cannon barrage. "Before we're space dust!"

"Engines at full," Ryla confirmed.

Lucene jerked the controls sideways, dodging enemy fire while turning back toward the deadly exchange between the valna and lorendi battle cruisers. We just might make it out of this, she thought to herself, if we don't kill each other first…

# 11. Esper Powers

When an individual achieves Esper Genesis, their entire view of the universe is awakened to a perspective most are simply unable to comprehend. Many years were spent attempting to define the nature of espers, whose powers long remained a mystery even to themselves. It was only when their mystical traits were analyzed with scientific theory that some long standing questions were answered.

Once the definitive connection was made between espers and the crucibles, their supernatural abilities became identifiable as a literal alteration of matter and energy, with each esper specializing in some more than others. Drawing from the infinite cosmic powers of the Crucibles, the extraordinary traits of espers allow them to harness these forces and unleash them to produce a variety of astonishing effects.

This chapter provides rules for using esper powers. Different classes, monsters, and other creatures with esper powers have different methods for their use and activation.

## Aspects of Powers

An esper power is defined as the innate ability to harness energy and shape or convert it into another form or design. They can take many forms, some for enhancing one's day-to-day life, for example, and others to be used either as devastating weapons or life saving protections. Powerful espers can deal damage or undo it, impose or remove conditions (see appendix A), and can even drain life energy away or restore life to the dead.

## Power Types

Depending on the specialization of the esper, their powers are wielded using one of two different forms.

### Talents and Channeling

**Talents** are powers designed through a direct manipulation of energy, often harnessed by or directed through the esper's own body using a skill known as **channeling**. The ability to mold and shape energy in this way, without the need for assistance or materials, make the use of talents both extremely versatile and powerful. However, channeling more potent energies can also put stress on the body presenting its own risks.

Melders were the first and primary example of channeling talents. Adepts and cybermancers have redefined talent use into their own style and method, while some specialists and warriors use talents to supplement their skills.

### Techniques and Forging

**Techniques** are practiced methods of energy and matter manipulation, most often involving an item, weapon, or an internal implant made from sorium, the material harvested from within a Crucible's core. These tools and implants, combined with an established design, allow for instant creation or conversion of mass and energy through a process known as **forging**.

Engineers are the pinnacle of technique users, while Hunters and Sentinels have combined forging techniques with physical training and expertise.

### Alternate Paths to the Same Objective

Though the process of using talents and techniques are different, they are simply different methods of achieving similar results. Both of these types of powers are capable of shaping the fabric of reality, producing damaging effects, regenerative capabilities, gravity and elemental control, and instantaneous construction of matter, machines, and constructs. There are some esper powers that are classified as both a talent and technique. There are even some character classes who can use certain talents as techniques and vice versa.

There are an infinite number of combinations for powers, many of them having yet to be discovered. Some believe the espers are evolving, becoming more capable of tapping even greater potential within themselves. Others believe the secrets lie within the mysterious Crucibles, which have yet to be fully understood.

### Talent Use While Wearing Armor

Because of the mental focus and physical strain required for channeling talents, you must be proficient with the armor you are wearing to activate the talent. Without this familiarity, your armor causes too much interference with the flow of cosmic energy.

## Power Ranks

Each power has a rank ranging from 0 to 9. A power's rank is a general indicator of how powerful it is, with the lowly (but still impressive) *distortion* at rank 1, and the devastating *warp storm* at rank 9. Prime powers—simple but effective powers that characters can use instinctively—are considered to have a rank of 0. The higher a power's rank, the higher level an esper must be to use that power.

Power rank and character level don't correspond directly. Typically, a character has to be at least 9th level, not 5th level, to use a rank 5 power.

## Known and Prepared Powers

Before an esper can use a power, they must first be practiced in its use. Where talents can be called upon directly, techniques need to planned out in advance. Talents users, such as melders, have their powers already fixed in their minds, calling upon them when needed. Engineers, however, undergo a process of preparing techniques. This process varies for different classes, as detailed in their descriptions.

In every case, the number of powers an esper can have fixed in mind at any given time depends on the character's level

## NUMBER OF AVAILABLE POWERS

Regardless of how many powers an esper knows or prepares, he or she can use only a limited number of powers before resting. Manipulating the fabric of reality is physically and mentally taxing, and higher rank powers are even more so. Thus, each power-using class's description includes a table showing how often characters can use their powers at each character level. For example, the 3rd-level engineer Ellsia has four rank 1 tech slots and two rank 2 tech slots.

Talents and techniques each use a specific method for determining the number of powers available for use.

### TALENT POINTS

Talent users are espers that channel energy directly into their bodies in order to activate their powers. Each of these espers has a pool of **talent points**. These points represent how much energy an esper can channel through their body before they become weary and require rest. The number of talent points a character has available is dependent on their class level. The character's level also determines the maximum power rank available to them.

Each talent has a point cost. The esper must expend the cost in talent points in order to activate and use the power. Higher rank powers require more talent points to activate. The Talent Point Cost table lists the points necessary for each talent rank. The cost for each rank is also listed under the heading of each list of talents for that rank. Prime Talents don't require any talent points to activate.

Finishing a long rest restores any expended talent points.

### TALENT POINT COST

| — Basic Power Ranks — | | — Master Power Ranks — | |
|---|---|---|---|
| Talent Rank | Point Cost | Talent Rank | Point Cost |
| 1 | 2 | 6 | 9 |
| 2 | 3 | 7 | 10 |
| 3 | 5 | 8 | 11 |
| 4 | 6 | 9 | 13 |
| 5 | 7 | | |

### TECH SLOTS

When a character uses a technique, he or she expends a slot of that technique's rank or higher, effectively "filling" a slot with the power. You can think of a tech slot as a groove of a certain size—small for a rank 1 slot, larger for a higher rank technique. A rank 1 technique fits into a slot of any size, but a rank 5 technique fits only in a rank 5 slot. So when Ellsia activates *laser blast,* a rank 1 technique, she spends one of her four rank 1 tech slots and has three remaining.

Finishing a long rest restores any expended power slots.

Some characters and monsters have special abilities that let them activate techniques without using power slots. Each of these are specified under the character's class or the monster's stat block.

## INCREASING A POWER'S RANK

Certain esper powers can be used at a higher rank than normal. This is dependent on the type of power being used.

### TECHNIQUES

When an esper uses a technique using a tech slot that is of a higher level than the technique, the technique assumes the higher rank during its use. For instance, if Ellsia uses *laser blast* (normally a rank 1 technique) using one of her rank 2 slots, that *laser blast* is now rank 2. The same method would be used to activate *laser blast* at rank 6, except now, she would instead need to expend one of her rank 6 slots. Effectively, the technique expands to fill the slot it is put into.

### TALENTS

Talents work differntly from techniques, as talents are called upon rather than prepared. For such cases, more talent points are required to fuel a talent's activation at a higher rank. Each rank increase for a talent costs an additional 2 talent points. For example, if Toren uses *fire lance* and wishes to activate it as a rank 2 talent, he needs to spend 4 talent points. If he instead wants to activate *fire lance* at rank 3, it would cost him 6 talent points. Talent points can be used to power any talent in this way up to rank 5. To power a talent to rank 6 or higher, the esper would need to perform a **limit breach** as described below.

## LIMIT BREACH

Channelers who wish to push the limits of their energies can do so by performing what is known to most espers as a limit breach. This allows an esper who uses talents to break past the normal limitations of channeling, drawing even greater and more powerful forces into themselves, even at the risk of bodily harm. This method is for espers **activate their powers by expending talent points**. Characters who use tech slots (such as the Engineer) or talent slots (such as the Cybermancer) cannot perform a limit breach.

A limit breach does not need to be performed when activating a power normally and without increasing its rank, regardless of the power being used.

An esper can perform a limit breach a number of times equal to their Esper Ability modifier and cannot do so again until they complete a long rest.

There are two ways to perform a limit breach.

### FORCE BREACH

This is the act of fueling talent points to increase the rank of a talent to 6 or higher. This option is only available to classes who gained the Esper Mastery feature, and only up to the talent rank they are capable of using. For example, a 13th level melder can increase the rank of their *warp helix* talent to 7 but not to 8.

The esper spends the number of talent points required to activate the power, then they must make a saving throw using their Esper Ability against a DC equal to **8 + the rank at which the talent is being activated**. If successful, they can use the power at its new rank. If the save fails, the power fails to activate, they lose the expended talent points and take psychic damage equal to 2d8 plus the rank at which they were trying to activate the talent.

For example, Ryla, a 13th level melder, wishes to use *singularity* (a rank 3 talent) and attempts to activate it at rank 7. She must make a DC 15 Intelligence saving throw. If she fails, she still spends 13 talent points, but the power simply fizzles out. She then takes 2d8+7 psychic damage.

### Zero Breach

By performing a zero breach, an esper can draw additional talent points to fuel a talent that has a higher point cost than the amount of points he or she has remaining. For example, if Toren, a 3rd level melder, wanted to use a rank 2 talent with only 2 talent points remaining, he could draw the additional point by performing a zero breach.

This type of limit breach cannot be used for a talent with a rank higher than an esper's maximum talent rank, nor can it be for a talent which the esper would not normally be able to use.

When attempting a zero breach, the esper must first make a Constitution saving throw against a DC equal to **10 + the rank of the talent being used**. If successful, the talent can be used immediately within the same action.

On a failed save, the talent fails to activate. In addition, the esper loses all remaining talent points and suffers one point of exhaustion.

## Prime Powers

A **prime** is a power that can be activated at will, without using a tech slot or talent points, and without being prepared in advance. Repeated practice has fixed the power in the esper's mind and infused the esper with the energy needed to produce the effect over and over. A prime's power rank is 0.

## Conventional Powers

Certain powers are considered to be **conventional**. They are marked in their description with a special tag: **(C)**. Such a power can be activated following either the normal rules for activating powers or the power can be activated conventionally. The conventional version of a power takes 10 minutes longer to activate than normal. It also doesn't expend a talent points or a tech slot, which means the conventional version of a power can't be used at a higher rank.

To use a power conventionally, an esper must have a feature that grants the ability to do so. The engineer, for example, has such a feature. The esper must also have the power prepared or on their list of powers known, unless the character's conventional power feature specifies otherwise.

# Using Powers

When a character uses any power, the same basic rules are followed, regardless of the character's class or the power's effects.

Each power's description begins with a block of information, including the power's name, level, discipline (if a talent), activation time, range, and duration. The rest of a power's entry describes the power's effect.

## Activation Time

Most powers require a single action to activate, but some powers require a bonus action, a reaction, or much more time to activate. To activate a power, you **must have free use of at least one hand**.

### Bonus Action

A power used with a bonus action is especially swift. You must use a bonus action on your turn to activate the power, provided that you haven't already taken a bonus action this turn. You can't use another power during the same turn, except for a prime with an activation time of 1 action.

### Reactions

Some powers can be used as reactions. These powers take a fraction of a second to bring about and are activated in response to some event. If a power can be used as a reaction, the power's description tells you exactly when you can do so.

### Longer Activation Times

Certain powers (including powers used conventionally) require more time to activate: minutes or even hours. When you use a power with a activation time longer than a single action or reaction, you must spend your action each turn to use the power, and you must maintain your concentration while you do so (see "Concentration" later in this chapter). If your concentration is broken, the power fails, but you don't expend a tech slot or talent points. If you want to try using the power again, you must start over.

## Range

The target of a power must be within the power's range. For a power like *distortion*, the target is a creature. For a power like *impact zone*, the target is the point in space where the explosion erupts.

Most powers have ranges expressed in feet. Some powers can target only a creature (including you) within your reach. Other powers, such as the *aegis* power, affect only you. These powers have a range of "Self."

Powers that create cones or lines of effect that originate from you also have a range of self, indicating that the origin point of the power's effect must be you (see "Areas of Effect").

Once a power is used, its effects aren't limited by its range, unless the power's description says otherwise.

## Duration

A power's duration is the length of time the power persists. A duration can be expressed in rounds, minutes, hours, or even years. Some powers specify that their effects last until the powers are unraveled or destroyed.

### Instantaneous

Many powers are instantaneous. The power harms, heals, creates, or alters a creature or an object in a way that can't be unraveled, because its energy exists only for an instant.

### Concentration

Some powers require you to maintain concentration in order to keep their effects active. If you lose concentration, such a power ends.

If a power must be maintained with concentration, that fact appears in its Duration entry, and the power specifies how long you can concentrate on it. You can end concentration at any time (no action required).

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- **Using another power that requires concentration.** You lose concentration on a power if you use another power that requires concentration. You can't concentrate on two powers at once.
- **Taking damage**. Whenever you take damage while you are concentrating on a power, you must succeed on a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as a bullet and a grenade, you make a separate saving throw for each source of damage.
- **Being incapacitated or killed.** You lose concentration on a power if you are incapacitated or if you die.

The GM might also decide that certain environmental phenomena, such as a sparks and debris falling around you while you're in a collapsing corridor, require you to succeed on a DC 10 Constitution saving throw to maintain concentration on a power.

## Targets

A typical power requires you to pick one or more targets to be affected by the power's effect. A power's description tells you whether the power targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a power has a perceptible effect, a creature might not know it was targeted by a power at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a power says otherwise.

### A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

### Targeting Yourself

If a power targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a power you activated, you can target yourself.

## AREAS OF EFFECT

Powers such as *concussive force* and *warp helix* cover an area, allowing them to affect multiple creatures at once.

A power's description specifies its area of effect, which typically has one of five different shapes: cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the power's energy erupts. The rules for each shape specify how you position its point of origin. Typically, a point of origin is a point in space, but some powers have an area whose origin is a creature or an object.

A power's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location within the area of effect, that location isn't included in the power's area. To block one of these imaginary lines, an obstruction must provide total cover.

### CONE

A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

A cone's point of origin is not included in the cone's area of effect, unless you decide otherwise.

### CUBE

You select a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

### CYLINDER

A cylinder's point of origin is the center of a circle of a particular radius, as given in the power description. The circle must either be on the ground or at the height of the power effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The power's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder.

A cylinder's point of origin is included in the cylinder's area of effect.

### LINE

A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless you decide otherwise.

### SPHERE

You select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

## SAVING THROWS

Many powers specify that a target can make a saving throw to avoid some or all of a power's effects. The power specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your powers equals 8 + your esper (channeling or forging) ability modifier + your proficiency bonus + any special modifiers.

## ATTACK ROLLS

Some powers require the esper to make an attack roll to determine whether the power effect hits the intended target. Your attack bonus with a power attack equals your esper (channeling or forging) ability modifier + your proficiency bonus.

Most powers that require attack rolls involve ranged attacks. Remember that you have disadvantage on a ranged attack roll if you are within 5 feet of a hostile creature that can see you and that isn't incapacitated.

### TALENT DOMAINS

Talents are classified into six categories often referred to as domains. These domains are based off of the type of energy called upon by the talent as well as their intended effects.

Though having no rules of their own, domains help to describe the nature of the talent and are sometimes referred to in special circumstances.

**Alteration** talents focus on modifying and shaping existing matter into a different physical form. The art is sometimes referred to as "mattersmithing."

**Clairsentient** talents expand and heighten the senses to reveal hidden objects or information, whether they be physical in form or metaphysical in nature.

**Elemental** talents shape and mold the basic elements common throughout the galaxy – fire, water, air, earth, and all of their variations.

**Kinesis** talents focus manipulating the forces of gravity, as well as generating or limiting forces of movement.

**Metaphase** talents deal with warping and shaping space–time, often to instantly shift the position of people, objects, or other forms of matter.

**Psychogenic** talents are powers of the mind, allowing an esper to access and affect the thoughts and emotions of those around them.

## COMBINING POWER EFFECTS

The effects of different powers add together while the durations of those powers overlap. The effects of the same power used multiple times don't combine, however. Instead, the most potent effect—such as the highest bonus—from those powers applies while their durations overlap.

For example, if two engineers use *sensory boost* on the same target, that character gains the power's benefit only once; he or she doesn't receive the +2 bonus twice.

# ESPER POWERS BY CLASS

The following powers lists detail the esper powers available to each character class. Each class list is sorted **by power rank, then by name in alphabetical order** within each rank.

The details for each power can be found in the following section (see "Power Desctiptions" below), sorted in **alphebetical order by power name**.

## ADEPT POWERS

### PRIME

Aegis
Dark Conduit
Friends
Frost Fold
Illusory Point
Intuitive Aim
Mental Missive
Psi Blast
Push
Tricky Fingers

### RANK 1

Alter Appearance
Beguile
Command
Commune with Beasts
Concussive Force
Decipher Languages
Distortion
Illusory Form
Innervate
Phase Step
Primal Fear
Protection Field
Psychic Backlash
Shared Vision

### RANK 2

Blindness/Deafness
Detect Thoughts
Detect Truth
Eclipse
Enthrall
Obfuscate
Phase Shift
Spatial Sever
Stasis Field
Suggestion

### RANK 3

Absorption
Corrupt Pattern
Counter Form
Flame Blast
Fly
Illusory Design
Nondetection
Restore Pattern
Treacherous Allies
Universal Translator
Unravel Effect
Withering Grip

### RANK 4

Bishop's Deviation
Portal
Protective Sphere
Ravage Pattern
Superior Obfuscate
Veiled Observer

### RANK 5

Domination
Extended Perception
Imbue Intellect
Instant Recall
Superior Stasis Field
Survival Suit
Telepathic Bond

### RANK 6

Mass Suggestion
Motor Dysfunction
Phase Walk
Shattersense
Truesight
Warp Sphere

### RANK 7

Baneful Trigger
Clone Cast
Force Prison
Intangible Form
Reave

### RANK 8

False Fact
Mind Blank
Mind Fracture
Psychic Overload
Superior Domination
Telepathy

### RANK 9

Cosmic Prison
Foresight
Psychic Storm
Zone of Terror

## CYBERMANCER POWERS

### PRIME

Aegis
Analyze Device
Intuitive Aim
Lightning Ball
Push
Renew
Sprite Beam
Tricky Fingers
Trigger Device
Virtual Display

### RANK 1

Avatar's Armor
Bonded Companion
Command
Dark Circle
Decipher Languages
Fire Lance
Guiding Discs
Intercept Directive
Lightning Whip
Open Channel
Phase Step
Propelled Shot
Swift Motion
Symbiont Mark
Target Scrambler

### RANK 2

Bind Step
Clone Pack
Data Ghost
Eclipse
Extended Incline
Frost Coil
Gravity Sphere
Lock Breaker
Obfuscate
Phase Shift
Spatial Sever
Spoof Command
Stasis Field
Stealth Scan

### RANK 3

Counter Form
Energy Sink
Fly
Hypnotic Pattern
Matter Fuse
Programmed Trigger
Restore Pattern
Siphon
Surveillance Mask
System Lock
Temporal Fault
Universal Translator
Unravel Effect

### RANK 4

Fabricate
Portal
Power Drain
Ravage Pattern
Transmute Form

### RANK 5

Domination
Extended Perception
Spatial Passage
Superior Stasis Field
Trick Double

### RANK 6

Dynamic Passage
Fusion Beam
Illusory Trigger
Negation Field
Phase Walk
Truesight

### RANK 7

Clone Cast
Control Gravity
Intangible Form
Reave
Temporal Divergence

### RANK 8

Antipathy/Sympathy
Phantom Zone
Psychic Overload
Superior Domination
Superior Negation Field

### RANK 9

Full Transmute
Shapeshift
Temporal Stasis
Terminate Function

## ENGINEER POWERS

### PRIME

Acid Spray
Amplify Ability
Analyze Device
Deflect Elements
Electric Surge
Gamma Vision
Sonic Burst
Stabilize
Static Circle
Trigger Device
Virtual Display

### RANK 1

Barrier
Esper Sense
Field Salve
Impedance
Intercept Directive
Laser Blast
Loading Arm
Mend
Remote Connection
Sensory Boost
Sensory Jammer
Spiral Defender
Target Scrambler
Trauma
Voltaic Charge

### RANK 2

Assault Drone
Augment Ability
Black Hat
Blindness/Deafness
Bolster
Cortex Link
Data Ghost
Detect Truth
Detoxify
Enhance Weapon
Infravision
Mass Treatment
Minor Remedy
Paralyzer
Plasma Blade
Quick Repair
Security Scanner
Spoof Command

### RANK 3

Absorption
Attack Pattern
Capacitor
Corrupt Pattern
Field Repair
Forge Vehicle
Impact Zone
Major Field Salve
Optimizer
Personal Sentry
Programmed Trigger
Pulse Beam
Quick Construct
Restore Pattern
Resuscitate
Sensory Extension
System Lock
Universal Translator
Unravel Effect

### RANK 4

Basic Construct
Burn Zone
Conduit Transfer
Energy Susceptibility
Lightning Ring
Micro Stabilizer
Plasma Orb
Power Drain
Reactive Field
Stealth Sentry
Superior Aegis
Tractor Beam
Transmute Form
Unfetter

### RANK 5

Contagion
Control Matrix
Cosmic Ward
Extended Perception
Incinerate
Instant Recall
Major Field Repair
Major Remedy
Mass Mend
Mechanical Stasis
Revive
Steel Barricade
Survival Suit
Towering Guardian
Toxic Burst

### RANK 6

Blade Barrier
Cellular Renewal
Directed Strike
Dynamic Passage
Forge Automaton
Negation Field
Return Point

Stim Patch
Truesight
Virtual Navigator
Virus
Warded Refuge

### Rank 7

Anima Rupture
Baneful Trigger
Clone Cast
Control Gravity
Dismantle
Enduring Design
Fire Storm
Full Revive
Intangible Form
Regenerate

### Rank 8

Elite Construct
Full Reconstruction
Reactive Aura
Space Walk
Superior Negation Field

### Rank 9

Foresight
Full Restore
Mass Renewal
Shapeshift

## Hunter Powers

### Rank 1

Commune with Beasts
Emergency Ration
Esper Sense
Graviton Strike
Impact Drive
Jump
Mend
Pulsing Strike
Quick Step
Sensor Trigger
Shrapnel Cloud

### Rank 2

Black Hat
Data Ghost
Dermal Overlay
Detoxify
Field Lancer
Infravision
Minor Remedy
Pass without Trace
Security Scanner
Sound Dampener
Stealth Scan
Tracker Drone

### Rank 3

Absorption
Atmospheric Adaptation
Barrage
Capacitor
Field Repair
Forge Vehicle
Jolting Strike
Nondetection
Pulse Beam
Surveillance Mask
Universal Translator

### Rank 4

Basic Construct
Conduit Transfer
Stealth Sentry
Superior Aegis
Tractor Beam
Unfetter

### Rank 5

Major Field Repair
Mechanical Stasis
Salvo Strike
Toxic Burst

## Melder Powers

### Prime

Aegis
Analyze Device
Blast Point
Dark Conduit
Directional Drift
Force Bolt
Frost Fold
Illusory Point
Intuitive Aim
Lightning Ball
Mental Missive
Proton Blade
Push
Renew
Tricky Fingers
Trigger Device
Virtual Display

### Rank 1

Alter Appearance
Arctic Lash
Bastion
Beguile
Bonded Companion
Concussive Force
Daze
Decipher Languages
Distortion
Esper Sense
Fire Lance
Guiding Discs
Illusory Form
Innervate
Jump
Lightning Whip
Open Channel
Phase Step
Primal Fear
Propelled Shot
Protection Field
Quick Step
Shared Vision
Slow Fall
Swift Motion
Synaptic Recoil
Target Scrambler

### Rank 2

Alter Form
Black Hat
Blindness/Deafness
Blur
Clean Zone
Clone Pack
Data Ghost
Detect Thoughts
Detect Truth
Dimensional Pocket
Disruption Wave
Eclipse
Extended Incline
Flaming Discs
Frost Coil
Gravity Sphere
Imposing Influence
Jump
Levitate
Light Beam
Lockbreaker
Magnetic Seal
Molecular Agitation
Obfuscate
Pacify
Phase Shift
Psychic Wave
Spatial Sever
Stasis Field
Suggestion

### Rank 3

Absorption
Atmospheric Adaptation
Capacitor

Celerity
Corrupt Pattern
Counter Form
Crippling Sphere
Emergency Camp
Energy Sink
Flame Blast
Fly
Forge Vehicle
Horrific Visage
Hypnotic Pattern
Illusory Design
Nondetection
Programmed Trigger
Sensory Extension
Singularity
Siphon
System Lock
Universal Translator
Unravel Effect
Withering Grip

### RANK 4

Aspect of Dread
Burn Zone
Conduit Transfer
Dimensional Container
Fabricate
Gravity Well
Haze of Chaos
Lightning Ring
Portal
Power Drain
Protective Sphere
Ravage Pattern
Reactive Field
Secure Zone
Superior Aegis
Superior Obfuscate
Throw
Transmute Form
Veiled Observer

### RANK 5

Churning Pit
Domination
Dream Weave
Extended Perception
Force Field
Frigid Mist
Instant Recall
Mass Alteration
Modify Memory
Projected Force
Spatial Passage
Steel Barricade
Superior Stasis Field
Survival Suit
Telekinesis
Telepathic Bond
Towering Guardian
Trick Double
Warp Helix

### RANK 6

Chain Lightning
Disintegrate
Frost Zone
Fusion Beam
Illusory Trigger
Mass Suggestion
Motor Dysfunction
Negation Field
Phase Walk
Secure Structure
Shattersense
Truesight
Warp Sphere

### RANK 7

Clone Cast
Control Gravity
Crushing Vortex
Devastation
Elemental Vortex
Force Prison
Intangible Form
Reave
Rift Blade
Space Fold
Temporal Divergence

### RANK 8

Anitpathy/Sympathy
Dark Vortex
Mind Blank
Mind Fracture
Phantom Zone
Psychic Overload
Space Walk
Superior Domination
Superior Negation Field
Telepathy
Writhing Storm

### RANK 9

Cosmic Prison
Cosmic Weave
Foresight
Full Transmute
Shapeshift
Temporal Stasis
Terminate Function
Unbreakable Armor
Warp Storm
Zone of Terror

## SENTINEL POWERS

### RANK 1

Barrier
Command
Disruptive Strike
Esper Sense
Loading Arm
Mend
Ramming Strike
Scorching Strike
Sensory Boost
Target Scrambler
Voltaic Charge

### RANK 2

Bolster
Detect Truth
Detoxify
Mass Treatment
Minor Remedy
Quick Repair
Stealth Scan
Tracer Strike

### RANK 3

Blinding Strike
Capacitor
Forge Vehicle
Impact Zone
Medical Unit
Personal Sentry
Restore Pattern
Resuscitate
Tactical Support Zone
Unravel Effect

### RANK 4

Debilitating Strike
Micro Stabilizer
Secure Zone
Tractor Beam
Unfetter

### RANK 5

Cosmic Ward
Revive
Steel Barricade
Tactical Defense Zone
Toxic Burst

# POWER DESCRIPTIONS

The powers are presented in alphabetical order.

## ABSORPTION

*Rank 3 Elemental Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 hour

You touch a willing creature and create a thin energy field around their body that sheds no light. For the duration, that creature has resistance to one elemental damage type of your choice: acid, cold, fire, lightning, or thunder.

## ACID SPRAY

*Prime Forging Technique*

**Activation Time:** 1 action
**Range:** 10 feet
**Duration:** Instant

You spray a quick stream of acid toward a creature within range. The creature must succeed on a Dexterity saving throw or suffer 1d10 acid damage.

This power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## AEGIS

*Prime Kinesis Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 1 round

You create a kinetic barrier around yourself to impair the impact from physical attacks. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks. You also receive a +2 bonus to your Burst Save.

## ALTER APPEARANCE

*Rank 1 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 1 hour

You bend particles in the visible spectrum to make yourself—including your clothing, armor, gear, and other belongings on your person—look different until the talent ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this power fail to hold up to physical inspection. For example, if you use this power to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this power to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised in this way, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your channeling save DC.

## ALTER FORM

*Rank 2 Alteration Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 hour

You assume a different form. When you activate this power, choose one of the following options, the effects of which last for the duration. While the effect lasts, you can end one option as an action to gain the benefits of a different one.

***Aquatic Adaptation.*** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

***Change Appearance.*** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another species, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this power to become quadrupedal, for instance. At any time for the duration of the talent, you can use your action to change your appearance in this way again.

***Low-Gravity Adaptation.*** You adapt your body to function in little to no gravity, becoming a lithe, malleable shape with webbed hands and feet. While in Zero-G, if you are wearing light or no armor, you gain a fly speed equal to your walking speed. This form does not enable you to survive in the vacuum of space.

***Natural Weapons.*** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is considered to be forge enhanced and you have a +1 bonus to the attack and damage rolls you make using it.

## AMPLIFY ABILITY

*Prime Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 1 minute

You inject a booster into one willing creature. Once during the duration, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The effect then ends.

## ANALYZE DEVICE

*Prime Clairsentient Talent/Forging Technique*

**Activation Time:** 1 minute
**Range:** Touch
**Duration:** Instant

You discover all commands, workings, and electronic or mechanical functions of one automaton, construct, device, machine, or vehicle. You gain basic knowledge on how to activate and operate the device. You still need to make the appropriate checks to use advanced functions or access data from the device (at the GM's discretion).

## ANIMA RUPTURE

*Rank 7 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** 30 feet
**Duration:** Instant

You unleash a blast of disruptive sonic waves that can lethally assault a creature's cognitive senses. Choose any number of creatures you can see within range. Each creature that can hear you must make a Constitution saving throw. On a failed save, a creature suffers an effect based on its current hit points:

- 50 hit points or fewer: deafened for 1 minute
- 40 hit points or fewer: deafened and blinded for 10 minutes
- 30 hit points or fewer: blinded, deafened, and stunned for 1 hour
- 20 hit points or fewer: killed instantly

Proteans and netherants have disadvantage to this save. This power has no effect on automatons and constructs.

## ANTIPATHY/SYMPATHY

*Rank 8 Psychogenic Talent*

**Activation Time:** 1 hour
**Range:** 60 feet
**Duration:** 10 days

This power attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as bahtera, drakes, or kotatu. You invest the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect. Automatons and constructs are unaffected by this power.

***Antipathy.*** The effect causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

***Sympathy.*** The effect causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it.

When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a Wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target.

If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.

***Ending the Effect.*** If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as unnatural. In addition, a creature affected by the power is allowed another Wisdom saving throw every 24 hours while the effect persists.

A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

## ARCTIC LASH

*Rank 1 Elemental Talent*

**Activation Time:** 1 action
**Range:** Self (15 feet cone)
**Duration:** Instant

You sweep your arm forward creating an arc of sub-zero wind that cuts through the area in front of you. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the damage increases by 1d6 for each rank above 1.

## ASPECT OF DREAD

*Rank 4 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

You emanate a psychic aura attuned to a creature you can see within range. The aura is a manifestation of the creature's deepest darkest fear, which is visible only to them. The target creature must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the effect ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the effect ends. This power has no effect on constructs or automatons.

***At Higher Ranks.*** When you use this power at rank 5 or higher, the damage increases by 1d10 for each rank above 4.

### ASSAULT DRONE

*Rank 2 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** 50 feet
**Duration:** 1 minute

You launch a small plasma cutter drone that you can control within range and lasts for the duration or until you use this power again. When you first activate this power, you can move the drone to any point within range and make a melee forging attack against a creature within 5 feet of the drone. On a hit, the target takes radiant damage equal to 1d8 + your forging ability modifier.

As a bonus action on your turn, you can move the drone up to 20 feet and repeat the attack against a creature within 5 feet of it.

***At Higher Ranks.*** When you use this power at rank 3 or higher, the damage increases by 1d8 for every two ranks above rank 2.

### ATMOSPHERIC ADAPTATION

*Rank 3 Alteration Talent/Forging Technique (C)*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 24 hours

This power grants up to ten willing creatures you can see within range the ability to breathe normally in environments lacking breathable air, such as being in a vacuum or underwater. This effect lasts for the duration. Affected creatures also retain their normal mode of respiration.

This power does not provide immunity to environmental hazards such as aerial toxins, poisonous gases, or esper powers that create similar harmful effects.

### ATTACK PATTERN

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

A pack of small combat drones fire down upon an area within range. The area can be up to 20 feet long, 10 feet wide, and 10 feet tall. Each creature in that area must make a Dexterity saving throw. A target takes 3d8 fire and force damage (counts as both types in terms of overcoming resistances and immunities) on a failed save, or half as much on a successful one.

On each of your turns for the duration, you can use your action to repeat the attack, targeting the same area or a different one.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the damage increases by 1d8 for each rank above 3.

### AUGMENT ABILITY

*Rank 2 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 hour

You touch a willing creature and it gains physical or mental enhancement. Choose one of the following benefits; the target gains that benefit until the effect ends.

***Agility.*** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.

***Allure.*** The target has advantage on Charisma checks.

***Brawn.*** The target has advantage on Strength checks, and his or her carrying capacity doubles.

***Cunning.*** The target has advantage on Intelligence checks.

***Endurance.*** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the effect ends.

***Focus.*** The target has advantage on Wisdom checks.

***At Higher Ranks.*** When you use this power at rank 3 or higher, you can target one additional creature for each rank above 2.

### AVATAR'S ARMOR

*Rank 1 Alteration Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

A protective energy field takes form of a dark semi-translucent suit of armor around your clothing and gear, covered in shifting symbols and patterns. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 lightning damage.

***At Higher Ranks.*** When you use this power at rank 2 or higher, both the temporary hit points and the lightning damage increase by 5 for each rank above 1.

## BANEFUL TRIGGER

*Rank 7 Metaphase Talent/Forging Technique*

**Activation Time:** 1 minute
**Range:** Touch
**Duration:** Until triggered or unraveled

When you use this power, you create a trigger that causes harm when conditions are met to set it off. The trigger can take the form of a semi-translucent mark (in a design of your choice) or a tiny micro-device. It is placed either upon a surface (such as a desk, panel, or a section of floor or wall) or within an object that can be closed (such as a box, case, or cabinet) to conceal the trigger. If you choose a surface, the trigger's sensor can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you activated this power, the trigger is nullified, and the effect automatically ends.

The trigger is nearly invisible and requires a successful Intelligence (Investigation) check against your esper power save DC to be found.

You decide what sets off the trigger when you activate this power. Triggers placed on a surface, are typically set off by touching or standing on them, removing another object covering the trigger, approaching within a certain distance of the trigger, or manipulating the object on which the trigger is placed. Triggers placed within an object are most commonly set off by opening that object, approaching within a certain distance of the object, or seeing and looking at the trigger for a set length of time. Once a trigger is set off, its effect activates then immediately ends.

You can further refine the trigger so the effect activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, to be set off only by netherants or kanasi), or alignment. You can also set conditions for creatures that don't set off the trigger, such as those who say a certain password.

When you activate this power, choose one of the options below for its effect. Once set off, the trigger glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the effect ends. Each creature in the sphere when the trigger activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

***Death.*** Each target must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save.

***Discord.*** Each target must make a Constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.

***Fear.*** Each target must make a Wisdom saving throw and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

***Hopelessness.*** Each target must make a Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, powers, or other similar effects.

***Insanity.*** Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The GM controls its movement, which is erratic.

***Pain.*** Each target must make a Constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save.

***Sleep.*** Each target must make a Wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

***Stunning.*** Each target must make a Wisdom saving throw and becomes stunned for 1 minute on a failed save.

## BARRAGE

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** Self (60-foot cone)
**Duration:** Instant

A small autocannon appears around your arm and unleashes a wave of gunfire before it disappears. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 3d8 piercing damage on a failed save, or half as much damage on a successful one.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the damage increases by 1d8 for every two ranks above rank 3.

## BARRIER

*Rank 1 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 10 minutes

A force field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

## BASIC CONSTRUCT

*Rank 4 Forging Technique*

**Activation Time:** 1 minute
**Range:** 60 feet
**Duration:** Concentration, up to 1 hour

You forge constructs that assemble in unoccupied spaces that you can see within range. You choose one the following options for what appears:

- One construct of challenge rating 2 or lower
- Two constructs of challenge rating 1 or lower
- Four constructs of challenge rating 1/2 or lower
- Eight constructs of challenge rating 1/4 or lower.

A construct forged by this power deactivates and falls apart when it drops to 0 hit points or when the technique's effect ends.

The constructs are friendly to you and your companions. Roll initiative for the constructs as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM decides the type of constructs and provides their available stats.

***At Higher Ranks.*** When you use this power at rank 5 or higher, you may choose one of the forging options above, and more creatures appear: twice as many with a Rank 6 forging slot and three times as many with a Rank 8 forging slot.

## BASTION

*Rank 1 Kinesis Talent*

**Activation Time:** 1 reaction, which you take when you are hit by an attack
**Range:** Self
**Duration:** Instant

An invisible barrier of force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack. This ability also grants the benefits of a Portable Shield Device.

## BEGUILE

*Rank 1 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the effect ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the effect ends, they must succeed on an additional Wisdom saving throw to realize they were charmed by you.

***At Higher Ranks.*** When you use this power at rank 2 or higher, you can target one additional creature for each rank above 1. The creatures must be within 30 feet of each other when you target them.

## BIND STEP

*Rank 2 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 300 feet
**Duration:** Concentration, up to 1 minute

You increase the gravity field around a creature you can see within range. The target must make a Strength saving throw. On a failed save, the target's movement is reduced by 10 feet and their jumping distance is halved. In addition, their flying speed (if any) is reduced to 0. An airborne creature affected by this power descends at 60 feet per round until it reaches the ground or the effect ends.

## BISHOP'S DEVIATION

*Rank 4 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this power. Until the effect ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving to try to end the effect.

## BLACK HAT

*Rank 2 Clairsentient Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

You're able to quickly analyze electronic data and transmissions within a computer system. You gain advantage on all Intelligence checks made using a hacker's kit to break data encryption or security within an unfamiliar system. This power also allows you to hack into and break through rank 2 and lower warding talents such as *magnetic seal* or *programmed trigger* by making an Intelligence check using a hacker's kit against the owner's channeling or forging save DC.

***At Higher Ranks.*** When you use this power at rank 3 or higher, you can hack into the effects of talents or techniques used to ward electrical systems such as *system lock*. The target power's rank must be equal to or lower than the rank at which you choose to activate this power.

## BLADE BARRIER

*Rank 6 Forging Technique*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 10 minutes

You create a vertical wall of whirling, razor-sharp blades made of forge enhanced steel. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

## BLAST POINT

*Prime Elemental Talent*

**Activation Time:** 1 action
**Range:** 10 feet
**Duration:** Instant

You extend your hand toward a creature you can see within range and cause an explosive blast of flame to erupt at the target's location. The creature must succeed on a Constitution saving throw or take 1d12 fire damage.

This power's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

## BLINDING STRIKE

*Rank 3 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during the duration, your weapon bursts with bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the effect ends.

A creature blinded by this power makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

## BLINDNESS/DEAFNESS

*Rank 2 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 1 minute

You can blind or deafen an enemy. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends.

***At Higher Ranks.*** When you use this power at rank 3 or higher, you can target one additional creature for each rank above 2.

## BLUR

*Rank 2 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight or can see through illusions.

## BOLSTER

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 8 hours

You inject a boosting stim into your allies, providing a temporary increase in toughness and resilience. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

***At Higher Ranks.*** When you use this power at rank 3 or higher, a target's hit points increase by an additional 5 for each rank above 2.

## BONDED COMPANION

*Rank 1 Alteration Talent*

**Activation Time:** 1 hour
**Range:** 10 feet
**Duration:** Instant

Activating this power requires a small amount of solidified sorium (equivalent to 100 cu). You imbue the material to create a bonded companion, an extension of yourself that takes the form of a semi-intelligent creature you choose, usually that of a common animal (the statistics for bonded companions are detailed in appendix B).

Appearing in an unoccupied space within range, the companion has the statistics of the chosen form. If a feature allows you to choose a special form, the companion is considered a protean or netherant (your choice) instead of its listed threat type.

Your companion acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. Your companion can't attack, but it can take other actions as normal.

When the companion drops to 0 hit points, it disintegrates, leaving behind no physical form. It reappears after you activate this power again

While your companion is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the companion has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your companion. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever, at which point it disintegrates. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one companion at a time. If you use this power while you already have a companion, you instead cause it to adopt a new form and statistics, which you choose in the the same manner as your first use of this power.

Finally, when you activate a power with a range of touch, your companion can deliver the power's effects as if it had used the power. Your companion must be within 100 feet of you, and it must use its reaction to deliver the power's effects when you activate the power. If the power requires an attack roll, you use your attack modifier for the roll.

## BURN ZONE

*Rank 4 Elemental Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 10 minutes

You create a dome of fiery energy upon a solid surface within range. The area within the dome can be up to 30 feet in diameter horizontally and vertically. You can choose one of two effects.

***Inner Flare.*** When the dome appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. Any creature that ends its turn inside the dome must repeat the saving throw.

***Outer Flare.*** Any creature within 10 feet of the outside of the dome when it first appears or ending its turn within 10 feet of the dome must make a Dexterity saving throw taking 5d8 fire damage on a failed save, or half as much on a successful one. Any creature that ends its turn inside the dome must repeat the saving throw.

***At Higher Ranks.*** When you use this power at rank 5 or higher, the damage increases by 1d8 for each rank above 4.

## CAPACITOR

*Rank 3 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** 1 hour

A 60-foot-radius sphere of pulsing energy spreads light out from a point you choose within range. The sphere is bright light of a color of your choice, and sheds dim light for an additional 60 feet.

If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a case or a heavy blanket, blocks the light.

If any of this power's area overlaps with an area of darkness created by a rank 3 power or lower, the power that created the darkness is nullified.

## CELERITY

*Rank 3 Alteration Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

Choose a willing creature that you can see within range. For the duration, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the talent's effect ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

## CELLULAR RENEWAL

*Rank 6 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You deliver a regenerative solution to a creature that you can see within range. The treatment causes the creature to regain 70 hit points. This power also ends blindness, deafness, and any diseases affecting the target. This power has no effect on automatons or constructs.

***At Higher Ranks.*** When you use this power at rank 7 or higher, the healing increases by 10 for each rank above 6.

## CHAIN LIGHTNING

*Rank 6 Elemental Talent*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Instant

You unleash a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

***At Higher Ranks.*** When you use this power at rank 7 or higher, one additional bolt leaps from the first target to another target for each rank above 6.

## CHURNING PIT

*Rank 5 Elemental Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

A 5-foot-deep pit of thick, churning mud appears and swirls in a 30-foot radius centered on a point you can see within range. The point must be on solid ground at least 5 feet thick or upon a liquid surface at least 5 feet deep. Until the effect ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

In addition, a creature that is pulled into the center must succeed on a Strength saving throw or be knocked prone. If the creature starts its turn in the center, they do not need to make this saving throw but they are still subject to the remaining effects of the power.

## CLEAN ZONE

*Rank 2 Alteration Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 10 minutes

You create a 10-foot radius sphere of controlled air particles centered on yourself. Within this sphere, you are able to extinguish any unprotected flames and filter out any gas, vapor, or airborne toxins. In addition, you can remove the poisoned condition from any creature within the sphere.

## CLONE CAST

*Rank 7 Metaphase Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 1,500 miles
**Duration:** Concentration, up to 24 hours

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the effect ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your esper power save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

***At Higher Ranks.*** When you use this power at rank 8, the range extends to anywhere within your current star system. At rank 9, the range extends to anywhere in the galaxy.

## CLONE PACK

*Rank 2 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 1 minute

Three illusory or holographic duplicates of yourself appear in your space. Until the effect ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss these duplicates.

Each time a creature targets you with an attack during the duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The power's effect ends when all three duplicates are destroyed.

A creature is unaffected by this power if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

## COMMAND

*Rank 1 Psychogenic Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The talent has no effect if the target is an automaton or construct, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the effect ends.

***Approach.*** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

***Drop.*** The target drops whatever it is holding and then ends its turn.

***Fall.*** The target falls prone and then ends its turn.

***Flee.*** The target spends its turn moving away from you by the fastest available means.

***Halt.*** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

***At Higher Ranks.*** When you use this power at rank 2 or higher, you can affect one additional creature for each rank above 1. The creatures must be within 30 feet of each other when you target them.

## COMMUNE WITH BEASTS

*Rank 1 Psychogenic Talent/Forging Technique (C)*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence and planetary origin, but at minimum, beasts can give you information about locations and threats, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

## CONCUSSIVE FORCE

*Rank 1 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You create a burst of outward energy in a 10-foot square centered on a point within range.

Each creature in that area must succeed on a Dexterity saving throw or be knocked prone. In addition, any targets within 5 feet of a creature who failed their save must also make a Dexterity save or be knocked prone as well. Any creatures further than 5 feet from the area are unaffected regardless of failed saves.

## CONDUIT TRANSFER

*Rank 4 Metaphase Talent/Forging Technique*

**Activation Time:** 1 bonus action
**Range:** 120 feet
**Duration:** Instant

You touch a device or port connected to a power conduit, electrical wiring or wired data lines within range and teleport yourself along its power source to another device, port, or conduit you can see within range. You must use 5 feet of movement in order to move between both objects, appearing within a spot of your choice within 5 feet of the destination object. Both the origin and destination objects must share the wired power source you are using for transportation, such as a control terminal and a viewscreen connected through a data network, two mechanical units connected to the same power conduit, or a keypad and camera connected to the same electrical wiring.

## CONTAGION

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 7 days

You attempt to inject a target with a debilitating virus. Make a melee forging attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the technique's effect ends.

Since this power induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

***Blinding Malady.*** Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

***Crippling Fever.*** A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

***Necrotizing Virus.*** The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

***Neurological Pathogen.*** The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the haze of chaos talent during combat.

***Seizure.*** The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

***Severe Blood Disorder.*** The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

## CONTROL MATRIX

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 10 minutes

You attempt to assume control of an automaton or construct that you can see within range. It must succeed on an Intelligence saving throw or be under your control for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is under your control, you have a telepathic link with it as long as the two of you are in the same galaxy. You can use this telepathic link to issue commands to the target while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that target," "Run over there," or "Retrieve that object." If the target completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the target takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time you can also cause the target to use a reaction, but this requires you to use your own reaction as well.

At the start of each of its turns, the target makes another Intelligence saving throw. If the saving throw succeeds, the effect ends.

***At Higher Ranks.*** When you use this power at rank 6, you can target one additional automaton or construct for each rank above 5.

## CONTROL GRAVITY

*Rank 7 Kinesis Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 100 feet
**Duration:** Concentration, up to 1 minute

This power reverses, eliminates, or increases the level of gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. When you activate this power, you choose how gravity in the area is affected. Once chosen, you cannot change the effect unless you use this power again. Any use of the *control gravity* power within the affected area overrides the current effect with the new chosen effect.

***Increase Gravity.*** All creatures and objects in the area weigh double their normal weight. The area counts as difficult terrain and all jumping and climbing checks are made with disadvantage. Flying creatures who enter the area during their turn or start their turn within the area must make a Strength saving throw or be knocked prone, taking falling damage as if falling from their location.

***Reverse Gravity.*** All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you activate this power. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a downward fall within the normal level of gravity. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down.

***Zero Gravity.*** All creatures and objects in the area are under the effects of being in Zero-G (rules for Zero-G combat are covered in chapter 9).

## CORTEX LINK

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 1 hour

You place a device onto a willing creature that bonds with your implant, creating a psychosomatic link between you and the target for the duration. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. You can also sense surface emotions from the target but cannot discern specific thoughts.

This effect ends and the device disintegrates if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the technique is activated again on either you or the target. You can also dismiss this effect as an action.

## CORRUPT PATTERN

*Rank 3 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 minute

You place a marker upon a creature you touch, corrupting their energy pattern. Make a melee channeling attack. On a hit, the creature must succeed on a Wisdom saving throw or their pattern becomes corrupted for the duration. When you use this power, choose the nature of the corruption from the following options:

- Choose one ability score. While corrupted, the target has disadvantage on ability checks and saving throws made with that ability score.
- While corrupted, the target has disadvantage on attack rolls against you.
- While corrupted, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is corrupted, your attacks and powers deal an extra 1d8 necrotic damage to the target.

A *restore pattern* power ends this effect. At the GM's option, you may choose an alternative effect for the corruption, but it should be no more powerful than those described above. The GM has final say on such an effect.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the duration is concentration, up to 10 minutes. If you use the talent as Rank 5 or higher, the duration is 8 hours. At Rank 7, the duration is 24 hours. At Rank 9, the effect lasts until cancelled or unraveled. Also, at any rank above 4, the duration doesn't require concentration.

## COSMIC PRISON

*Rank 9 Metaphase Talent*

**Activation Time:** 1 minute
**Range:** 30 feet
**Duration:** Until dismissed

You forge a cosmic restraint to hold a creature that you can see within range. The target must succeed on a Wisdom saving throw or be bound by the power's effect; if it succeeds, it is immune to this power if you use it again. While affected by this power, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Clairsentient powers can't locate or perceive the target.

When you activate the power, you choose one of the following forms of imprisonment.

***Force Tomb.*** The target is entombed far beneath the nearest planetary surface in a sphere of cosmic force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use powers such as *intangible form* to get into or out of it.

***Dimensional Prison.*** The target is transported into an extradimensional space that is warded against teleportation and similar powers. The prison can be a labyrinth, a brig, a building, or any similar confined structure or area of your choice.

***Pattern Containment.*** The target is absorbed into a mundane trinket no larger than 2 inches on any side. The object must be solid, containing no circuitry or moving parts, such as a piece of jewelry, a card, gemstone, bullet casing, or a marble. The object can't be damaged or broken while the power remains in effect.

***Sorium Bind.*** A cylinder made of hardened metallic sorium bands wrap around the creature from top to bottom. The target is restrained until the effect ends, and it can't move or be moved by any means until then.

***Ending the Effect.*** During the activation of this power, in any of its versions, you can specify a condition that will cause the effect to end and release the target. The condition can be as specific or as elaborate as you choose, but the GM must agree that the condition is reasonable and has a likelihood of coming to pass.

The conditions can be based on a creature's name, identity, or background but otherwise must be based on observable actions or qualities and not based on intangibles such as level, class, or hit points.

## COSMIC WARD

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Instant

You create a warded area and infuse it with an energy field whose effect you can modify to your choosing. The area can have a radius up to 60 feet, and the power fails if the radius includes an area already under the effect a *cosmic ward*. The affected area is subject to the following effects.

First, energy beings such as primordials, proteans, and netherants can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

Second, you can bind an extra effect to the area. Choose the effect from the following list, or choose an effect offered by the GM. Some of these effects apply to creatures in the area; you can designate whether the effect applies to all creatures, creatures that follow belong to a specific group or organization, or creatures of a specific sort, such as asmaleas or drakes. When a creature that would be affected enters the ward's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw. On a success, the creature ignores the extra effect until it leaves the area.

***Courage.*** Affected creatures can't be frightened while in the area.

***Darkness.*** Darkness fills the area. Normal light, as well as light created by powers of a rank lower than the slot you used to activate this power, can't illuminate the area.

***Daylight.*** Bright light fills the area. Supernatural darkness created by powers of a lower rank than the slot you used to activate this power can't extinguish the light.

***Energy Protection.*** Affected creatures in the area have resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.

***Energy Vulnerability.*** Affected creatures in the area have vulnerability to one damage type of your choice, except for bludgeoning, piercing, or slashing.

***Extradimensional Interference.*** Affected creatures can't move or travel using teleportation or by extradimensional means.

***Fear.*** Affected creatures are frightened while in the area.

***Silence.*** No sound can emanate from within the area, and no sound can reach into it.

***Translator.*** Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

## COSMIC WEAVE

*Rank 9 Alteration Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Instant

*Cosmic weave* is the ultimate form of shaping the universe. By activating this power, you can alter the very foundations of reality in accord with your desires.

The basic use of this power is to duplicate any other power of rank 8 or lower. You don't need to meet any requirements in that power. It simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 250,000 cu in value that isn't a forge enhanced item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the *major remedy* power.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single power or other supernatural effect for 8 hours. For instance, you could make yourself and all your companions immune to a netherant's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *cosmic weave* power could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your desires to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the request, the greater the likelihood that something goes wrong. This power might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you formulated your desire. For example, stating that you desire the death of an enemy might propel you forward in time to a period when that enemy is no longer alive, effectively removing you from the game. Similarly, stating that you want a unique weapon or ship might instantly transport you to the presence of the item's current owner.

The stress of activating this power to produce any effect other than duplicating another power weakens you. After enduring that stress, each time you use a power until you finish a long rest, you take 1d10 necrotic damage per rank of that power. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to use *cosmic weave* ever again if you suffer this stress.

## Counter Form

*Rank 3 Alteration Talent*

**Activation Time:** 1 reaction, which you take when you see a creature within 60 feet of you using a power
**Range:** 60 feet
**Duration:** Instant

You attempt to interrupt a creature in the process of using an esper power. If the talent or technique is Rank 3 or lower, it fails to activate and has no effect. If the talent or technique is Rank 4 or higher, make an ability check using your channeling ability. The DC equals 10 + the rank of the esper power. On a success, the creature's power fails to activate and has no effect.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the interrupted power has no effect if its rank is less than or equal to the rank you used for this power.

## Crippling Sphere

*Rank 3 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 1 minute

You create a 20-foot radius sphere of psychic distortion centered on a point within range which twists and skews the senses of all within its area of effect. The sphere passes through solid objects and its area is heavily obscured.

Each creature that is completely within the sphere at the start of its turn must make a Constitution saving throw. On a failed save, the target is incapacitated until the start of its next turn. Creatures immune to psychic damage or do not rely on normal vision to see (such as those with tremorsense or blindsight) automatically succeed on this saving throw.

## Crushing Vortex

*Rank 7 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 300 feet
**Duration:** Concentration, up to 1 minute

A tiny globe of dark energy about the size of a marble appears at a chosen point within range for the duration. When the effect ends, either because your concentration is broken or because you decide to end it, the globe erupts into a vortex of gravitational force that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes force damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The power's base damage is 12d6. If at the end of your turn the globe has not yet detonated, the damage increases by 1d6.

If the dark globe is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the effect ends immediately, causing the globe to erupt into a vortex.

On a successful save, the creature can throw the globe up to 40 feet. When it strikes a creature or a solid object, the effect ends, and the globe erupts.

The gravitational force damages structures and objects in the area that aren't being worn or carried.

***At Higher Ranks.*** When you use this power at rank 8 or higher, the base damage increases by 1d6 for each rank above 7.

## Dark Circle

*Rank 1 Alteration Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

You unleash a ring of disruption energy around you, engulfing all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the damage increases by 1d6 for each rank above 1.

## Dark Conduit

*Prime Alteration Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** 1 round

You create a dark zone of disruptive energy around the target. Choose one creature within range. Make a ranged channeling attack against the creature to assail it with negative energy. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Dark Vortex

*Rank 8 Alteration Talent*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Instant

A point you choose within range explodes into a globe of dark matter, engulfing everything within its area. Each creature in a 60-foot radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 12d6 necrotic damage and is blinded and deafened for 1 minute. On a successful save, it takes half as much damage and isn't blinded or deafened by this power. Proteans and plant creatures have disadvantage to this saving throw.

A creature affected by this power makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded or deafened.

This power snuffs out any light source in its area that was created by an esper power or effect.

### Data Ghost

*Rank 2 Clairsentient Talent/ Forging Technique (C)*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 hour

You create a digital mask to hide your presence on any computer system or network. This power can be used to target up to six companions and yourself. For the duration of this power, any Intelligence check made in an effort to locate the presence or activity of these targets within a particular computer system is made at a -10 penalty.

In addition, any activity performed by you or your chosen targets during the duration of this power is immediately erased from the system when the effect ends.

### Daze

*Rank 1 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Instant

This power puts its targets into a confused haze. Creatures within 20 feet of a point you choose within range must make a Wisdom saving throw or be placed into a state of confusion and considered to be restrained by the psychic energy until the end of its next turn. If the creature succeeds on its saving throw, it is immune to this power's effects for the next 24 hours. Automatons, constructs, and creatures immune to being charmed aren't affected by this power.

### Debilitating Strike

*Rank 4 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during this power's duration, your weapon unleashes a wave of psychic energy, and the attack deals an extra 4d6 psychic damage to the target. The target must make a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.

### Decipher Languages

*Rank 1 Clairsentient Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be within 5 feet of the surface upon which the language is written. It takes about 1 minute to read one page of text.

This power doesn't decode secret messages in a text, understand unique symbols, or decrypt programming code that isn't specifically used for communication purposes only.

### Deflect Elements

*Prime Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 minute

You place a small field generator on one willing creature. Once before the end of the duration, that creature will receive a +2 bonus to their next saving throw versus any elemental damage type (fire, frost, lightning, thunder). The effect then ends.

### Dermal Overlay

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 hour

You imbue a willing creature with a semi-translucent protective field that hovers an inch above their skin. For the duration, the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

### Detect Thoughts

*Rank 2 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you activate this power and as your action on each turn until the effect ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature–what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the effect ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the effect ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this power is particularly effective as part of an interrogation.

You can also use this power to detect the presence of thinking creatures you can't see. When you activate this power or as your action during the duration, you can search for thoughts within 30 feet of you. The power can penetrate barriers, but 2 feet of solid material such as rock, steel, or reinforced polymer blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

## DETECT TRUTH

*Rank 2 Psychogenic Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** 10 minutes

You create a zone of psychic waves that prohibits deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the effect ends, a creature that enters the affected area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the power and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive as long as it remains within the boundaries of the truth.

## DETOXIFY

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 1 hour

You supply a creature with a special antitoxin. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and has resistance to poison damage.

## DEVASTATION

*Rank 7 Alteration Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You spread your hands out, weaving a swirling globe of anti-matter within the form of a creature you can see within range. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

## DIMENSIONAL CONTAINER

*Rank 4 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

You hide a container, and all its contents, within a dimensional pocket. You must touch the container and a small, mundane item of your choice to activate the power. The tiny object can be no larger than 2 square inches and non-electronic. The container can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet).

While the container remains in the pocket, you can use an action and touch the chosen small object to recall the container. It appears in an unoccupied space on the ground within 5 feet of you. You can send the container back into the pocket by using an action and touching both the container and the object.

After 60 days, there is a cumulative 5 percent chance per day that the power's effect ends. This effect ends if you use this power again, if the small object is destroyed, or if you choose to dismiss this power as an action. If the effect ends and the container is still within the dimensional pocket, it is irretrievably lost.

## DIMENSIONAL POCKET

*Rank 2 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** 1 hour

You create an invisible entrance up to 60 feet in the air directly above you that opens to an extradimensional space that lasts until the effect ends.

The extradimensional space can be reached by standing directly below the entrance, which transports them into the space. The entrance can only transport one creature at a time. Exiting takes an action and returns the creature to the same spot. You can use an action to seal the entrance but cannot prevent those inside from exiting. Any attempt to exit by anyone inside the space reopens the entrance.

The space can hold as many as eight Medium or smaller creatures and cannot be seen on the outside by mundane senses.

Attacks and powers can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the entrance.

Anything inside the extradimensional space drops out when the effect ends.

## DIRECTED STRIKE

*Rank 6 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self (30-foot-radius)
**Duration:** Concentration, up to 1 minute

You create a virtual tactical link you share with a nearby allies in a 30-foot radius area. When you activate this power and as a bonus action on subsequent turns for the duration, you can choose one friendly creature within the area that you can see and that can see you. That creature can use its reaction to make one weapon attack against a target within the same area.

***At Higher Ranks.*** When you use this power at rank 7 or higher, you can choose one additional creature and the area of effect increases by 10 feet for each rank above 6.

## Directional Drift

*Prime Kinesis Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Instant

You create a wave of opposing force and direct it into a creature you can see within range. The target must make a Strength saving throw or be pushed up to 5 feet away from you.

This power can also be used to move loose or free-standing objects up to 10 feet away from you. The object must weigh 50 pounds or less and cannot be held nor carried. The force generated is not enough to cause damage to the object or anything it is pushed into.

## Disintegrate

*Rank 6 Alteration Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** instant

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of esper powers, such as the barrier created by *force field*.

A creature targeted by this power must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except sorium and forge enhanced gear, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *full restore* or a *cosmic weave* power.

This power automatically disintegrates a Large or smaller mundane object or a creation of esper power energy. If the target is a Huge or larger object or creation of powers, this power disintegrates a 10-foot-cube portion of it. A sorium or forge enhanced item is unaffected by this power.

***At Higher Ranks.*** When you use this power at rank 7 or higher, the damage increases by 3d6 for each rank above 6.

## Dismantle

*Rank 7 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You send a wave of micro-drones to cause critical frame and system damage to an automatons, construct, or mechanical device (including a planetary vehicle) you can see within range. The target must make a Constitution saving throw (for a vehicle or device with no hardening, this is a flat die roll with no bonuses or penalties). On a failed save, it takes 6d8 force damage and 6d8 lightning damage and is paralyzed. On a successful save, it takes half as much damage and is impaired.

At the start of each of its turns, the target can make another Constitution saving throw. It takes 1d8 force damage on a failed save. On a successful save, it takes no damage and is no longer paralyzed or impaired.

## Disruption Wave

*Rank 2 Alteration Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** instant

You hurl a wave of disruptive molecular energy at a target within range. Make a ranged channeling attack against the target. On a hit, the target takes 4d4 necrotic damage immediately and 2d4 necrotic damage at the end of its next turn. On a miss, the wave grazes the target with disruptive energy for half as much of the initial damage and no damage at the end of its next turn.

***At Higher Ranks.*** When you use this power at rank 3 or higher, the damage (both initial and later) increases by 1d4 for each rank above 2.

## Disruptive Strike

*Rank 1 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this power's duration, your attack deals an extra 1d6 necrotic damage. Additionally, if the target is a creature, it must make a Constitution saving throw or be drained from the attack, suffering a disadvantage to Strength and Dexterity saving throw until the end of its next turn.

## Distortion

*Rank 1 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Instant

You warp the air around you into a small sphere and hurl it toward a creature you can see. Make a ranged channeling attack against the target. If it hits, the sphere bursts into a micro-singularity and the creature takes 3d8 force damage.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the damage increases by 1d8 for each rank above 1.

## Domination

*Rank 5 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 1 minute

You attempt to mentally glamour a humanoid or beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are in the same galaxy. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as “Attack that target,” “Run over there,” or “Retrieve that object.” If the creature completes the order and doesn’t receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn’t do anything that you don’t allow it to do.

During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the talent’s effects. If the saving throw succeeds, the effect ends.

***At Higher Ranks.*** When you use this power at rank 6, the duration is concentration, up to 10 minutes. When you use this power at rank 7, the duration is concentration, up to 1 hour. When you use this power at rank 8 or higher, the duration is concentration, up to 8 hours.

## Dream Weave

*Rank 5 Psychogenic Talent*

**Activation Time:** 1 minute
**Range:** Special
**Duration:** 8 hours

This power shapes a creature’s dreams. Choose a creature known to you as the target of this power. The target must be on the same star system as you. Creatures that don’t sleep, such as belare, can’t be contacted by this power. You, or a willing creature you touch, enters a trance state, acting as a messenger.

While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the power. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the power early. The target recalls the dream perfectly upon waking. If the target is awake when you use this power, the messenger knows it, and can either end the trance (and the effect) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a Wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage.

## DYNAMIC PASSAGE

*Rank 6 Metaphase Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 1 round

This power creates an energy link between a large powered device within range and another device, at any distance, within the same star system. Both the target and destination device must be at least 6 feet tall or wide such as a large control panel, power generator, viewscreen, or data terminal, You must have seen or touched the destination device at least once before. For the duration, any creature can step into the target device and exit from the destination device by using 5 feet of movement.

## ECLIPSE

*Rank 2 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 10 minutes

You generate a 15-foot radius sphere of darkness from a point of your choosing which absorbs and blocks all forms of light. The sphere spreads around corners. A creature with darkvision can't see through this area, and mundane light sources can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the sphere with a solid opaque object, such as a bowl or a box, blocks the darkness it generates.

If any of this power's effective area overlaps with an area of light created by a talent or technique of Rank 2 or lower, the power that created the light is canceled.

## ELECTRIC SURGE

*Prime Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You launch a spike of surging electricity toward a target within range. Make a ranged forging attack. The target gains no benefit from cover from this attack. On a hit, the target takes 1d8 lightning damage and loses their cover until the start of their next turn.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## ELEMENTAL VORTEX

*Rank 7 Elemental Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

A 40-foot-radius swirling vortex of shifting elemental energies appears at a point you can see within range. Each creature within the area must make a Dexterity saving throw. Roll 1d6 and consult the table below to determine the damage type dealt to that creature. The creature takes 10d6 damage of that type on a failed save, or half as much on a successful one. You roll separately for the damage type for each creature.

In addition, a creature that fails its save must then succeed on a Strength saving throw versus your esper save DC or be restrained until the end of their next turn.

| d6 | Damage Type |
|---|---|
| 1 | acid |
| 2 | cold |
| 3 | fire |
| 4 | lightning |
| 5 | poison |
| 6 | thunder |

## ELITE CONSTRUCT

*Rank 8 Forging Technique*

**Activation Time:** 1 minute
**Range:** Self (as point of origin)
**Duration:** Instant

You call upon your resources to forge an elite mechanical protector. This construct has the statistics of a prime-alpha mecharoid (The GM has game statistics for is creature.)

On each of your turns, you can use a bonus action to mentally command the construct if it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular area. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which its power core ceases to function and its parts deteriorate into scrap. To maintain the creature for another 24 hours, you must activate this power on the creature again before the current 24-hour period ends. This use of the technique in this way fully recharges the construct you created rather than creating a new one.

### Emergency Camp

*Rank 3 Kinesis Talent (C)*

**Activation Time:** 1 minute
**Range:** Self (10-foot-radius hemisphere)
**Duration:** 8 hours

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The effect ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The power fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you use this power can move through it freely. All other creatures and objects are barred from passing through it. Esper powers or innate esper abilities can't extend through the dome or be activated through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the effect ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

### Emergency Ration

*Rank 1 Forging Technique (C)*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

You create a pack of 10 emergency ration bars. A creature can use its action to eat one bar. Eating a ration bar restores 1 hit point, and the ration provides enough nourishment to sustain a creature for 24 hours.

The bars lose their potency and disintegrate if they have not been consumed within 24 hours of the activation of this power.

### Enduring Design

*Rank 7 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 24 hours

You fine-tune the operative functions of an automaton, construct, or vehicle you touch. The target becomes immune to mundane weather effects that would cause damage or corrosion. In addition, the target can move normally through difficult terrain and cannot be stunned or incapacitated.

Any creature or vehicle under the effects of this power regains the maximum number of hit points, hull points, or SI during a short rest or patch repair.

### Energy Sink

*Rank 3 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

You create a breach into a cosmic region bristling with antimatter and dark energy. The breach is a swirling 20-foot radius sphere, centered on a point with range and lasting for the duration. Light does not penetrate the area, and creatures fully within the area are blinded. All electronic communication and detection devices cease to function in the area.

The area within the breach counts as difficult terrain. Any creature that starts its turn in the area takes 2d6 necrotic damage. Any creature that leaves the area during its turn must succeed on a Constitution saving throw or take 2d6 necrotic damage, as they experience a ripple effect from the spatial void.

### Energy Susceptibility

*Rank 4 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** 1 minute

You apply a debilitation effect upon a creature you can see within range.

Choose one damage type from acid, cold, fire, lightning, and poison. The target must succeed on a Constitution saving throw or be affected by this power for the duration. At the start of each turn, when the affected target first takes damage of the chosen type, the target takes an additional 2d6 damage of that type. In addition, the target also loses resistance (if any) to that damage type until the technique's effect ends.

***At Higher Ranks.*** When you use this power at rank 5 or higher, you can target one additional creature for each rank above 4. The creatures must be within 30 feet of each other when you target them.

### Enhance Weapon

*Rank 2 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Touch
**Duration:** Concentration, up to 1 hour

You touch a mundane weapon, charging it with energy from your rig. Until the effect ends, that weapon becomes a forge enhanced weapon with a +1 bonus to attack rolls and damage rolls.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the bonus increases to +2. When you use this power at rank 6 or higher, the bonus increases to +3.

### Enthrall

*Rank 2 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** 1 minute

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the effect ends or until the target can no longer hear you. The effect ends if you are incapacitated or can no longer speak.

## ESPER SENSE

*Rank 1 Clairsentient Talent/Forging Technique (C)*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 10 minutes

For the duration, you sense the presence of any esper powers within 30 feet of you. If you sense a power in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears the power's effects, and you learn its domain, if any.

The power can penetrate barriers, but it is blocked by 1 foot of stone or metal, or 3 feet of earth, or plant material.

## EXTENDED INCLINE

*Rank 2 Kinesis Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 hour

Until the effect ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

## EXTENDED PERCEPTION

*Rank 5 Clairsentient Talent/Forging Technique*

**Activation Time:** 10 minutes
**Range:** Self
**Duration:** Concentration, up to 10 minutes

You extend your senses across a great distance in order to see and hear a particular creature you choose that is in the same star system as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're using this power, it can fail the saving throw voluntarily if it wants to be observed.

| Knowledge | Modifier |
|---|---|
| Secondhand (you have heard of the target) | +5 |
| Firsthand (you have met the target) | +0 |
| Familiar (you know the target well) | –5 |

| Connection | Modifier |
|---|---|
| Likeness or picture | –2 |
| Possession or piece of gear | –4 |
| Body part, lock of hair, skin, blood, etc. | –10 |

On a successful save, the target isn't affected, and you can't use this power against it again for 24 hours.

On a failed save, you create a sensory point within 10 feet of the target. You can see and hear from that point as if you were there. The sensory point moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensory point as a warp or ripple in the air about size of a fist.

Instead of targeting a creature, you can choose a location you have seen before as the target for this power. When you do, the sensory point appears at that location and doesn't move.

## FABRICATE

*Rank 4 Alteration Talent*

**Activation Time:** 10 minutes
**Range:** 120 feet
**Duration:** Instant

You convert raw materials into products of the same material. For example, you can fabricate a metal panel or walkway from a heap of scrap, a container from bits of rubber or plastic, and clothes from fabric or polymers.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by this power is commensurate with the quality of the raw materials.

Creatures or forge enhanced items can't be created or transmuted by this power. You also can't use it to create items that ordinarily require a high degree of craftsmanship or moving parts, such as vehicles, weapons, machinery, electronics, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

## FALSE FACT

*Rank 8 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 1 hour

Until the effect ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, any technology, innate abilities, or esper powers that would determine if you are telling the truth indicates that you are being truthful.

## FIELD LANCER

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Concentration, up to 10 minutes

You place a pack of micro-drones in a 20-foot radius centered on a point within range. The drones each fire a cloud of shrapnel bursts at anything that enters the area. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

In addition, the tiny micro-drones camouflage themselves into the terrain. Any creature that can't see the area at the time the power is activated must make a Wisdom (Perception) check against your esper power save DC to recognize the terrain as hazardous before entering it.

## FIELD REPAIR

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You send micro drones to repair up to three automatons, constructs, or mechanical devices (including planetary vehicles) that you can see within range. Each target regains hit points equal to 1d4 + your forging ability modifier.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the healing increases by 1d4 for each rank above 3.

## FIELD SALVE

*Rank 1 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You send micro drones to administer healing to your allies. Three creatures of your choice that you can see within range regain hit points equal to 1d4 + your forging ability modifier. This ability has no effect on constructs or automatons.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the healing increases by 1d4 for each rank above 1.

## FIRE LANCE

*Rank 1 Elemental Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Instant

A thin beam of flame extends from your hands, striking a creature within range and exploding on impact. Make a ranged channeling attack against the target. On a hit, the target takes 2d8 points of fire damage and must make a Constitution saving throw or suffer a disadvantage on their next attack roll or saving throw.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the damage increases by 1d8 for each rank above 1.

## FIRE STORM

*Rank 7 Forging Technique*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Instant

You command a swarm of micro-drones to unleash synchronized blasts of flame over a location you choose within range. The area of the blasts consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube.

Each creature in the area must make a Dexterity saving throw. It takes 7d10 fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

## FLAME BLAST

*Rank 3 Elemental Talent*

**Activation Time:** 1 action
**Range:** Self (100 feet line)
**Duration:** Instant

A spiral of fire forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites flammable objects in the area that aren't being worn or carried.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the healing increases by 1d6 for each rank above 3.

## FLAMING DISCS

*Rank 2 Elemental Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

You create three discs of intense flame that spin rapidly above you. When you activate this power or as a bonus action on each of your turns, you can launch any number of these discs, each one at any target within range.

Make a ranged channeling attack for each disc. On a hit, the target takes 2d6 fire damage. Each disc can only be launched once, after which they disappear regardless of whether or not they hit a target. At the end of the duration, all of the discs disappear.

***At Higher Ranks.*** When you use this power at rank 3 or higher, you create one additional disc for each rank above 2.

## FLY

*Rank 3 Kinesis Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the talent ends, the target falls if it is still aloft, unless it can stop the fall.

***At Higher Ranks.*** When you use this power at rank 4 or higher, you can target one additional creature for each rank above 3.

### FORCE BOLT

*Prime Kinesis Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Instant

An energy beam shoots from your hands, striking a creature within range and exploding on impact. Make a ranged channeling attack against the target. On a hit, the target takes 1d10 points of force damage.

This power's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

### FORCE FIELD

*Rank 5 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 10 minutes

You create an invisible barrier at a point you choose within range. The barrier can be placed in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot by 10-foot panels. Each panel must be contiguous with another panel. In any form, the barrier is 1/4 inch thick. It lasts for the duration. If the barrier cuts through a creature's space when it appears, the creature is pushed to one side of the barrier (your choice which side).

Nothing can physically pass through the barrier. It is immune to all damage and can't be undone by *unravel effect*. The barrier can be destroyed, however, through either the *disintegrate* talent or sorium-forged gear producing the same effect. The field also blocks extradimensional movement such as the effect from the *intangible form* power.

### FORCE PRISON

*Rank 7 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 100 feet
**Duration:** 1 hour

You create an immobile, invisible, cube-shaped prison composed of repelling force around an area you choose within range.

The prison is shaped like a box and can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any esper powers being used into or out from the area.

When you use this power, any creature that is completely inside the prison's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the prison can't leave it by mundane means. If the creature tries to use teleportation or dimensional travel to leave the prison, it must first make a Charisma saving throw. On a success, the creature can use that power to exit the prison. On a failure, the creature can't exit the prison and wastes the use of the power or effect.

This power can't be unraveled by *unravel effect*.

### FORESIGHT

*Rank 9 Clairsentient Talent/Forging Technique*

**Activation Time:** 1 minute
**Range:** Touch
**Duration:** 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This effect immediately ends if you activate this power again before its duration ends.

### FORGE AUTOMATON

*Rank 6 Forging Technique*

**Activation Time:** 1 minute
**Range:** 10 feet
**Duration:** Instant

Activation of this power requires the bodies of up to three deactivated constructs or up to nine square feet of scrap metal or mechanical parts. For each construct body or three feet of material, you forge an alphalite that is under your control. (The GM has game statistics for these creatures.). With enough material, you can create up to three creatures with this power.

As a bonus action on each of your turns, you can mentally command any creature you created with this power if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular building or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must use this power on the creature before the current 24-hour period ends. This use of the power reasserts your control over up to three creatures you have created with this power, rather than forging new ones.

***At Higher Ranks.*** When you use this power at rank 7, you can forge or reassert control over four alphalites. At rank 8, you can forge or reassert control over five alphalites or two gamaroids. At rank 9, you can forge or reassert control over six alphalites, three gamaroids, or two cirrus mecharoids.

### Forge Vehicle

*Rank 3 Alteration Talent/Forging Technique (C)*

**Activation Time:** 10 minutes
**Range:** 30 feet
**Duration:** Concentration, up to 8 hours

You assemble a temporary land vehicle of your choice between a bike (motorcycle) and car, appearing in an unoccupied space within range. The vehicle has the statistics of a normal vehicle of its type and can carry up to four medium sized creatures.

The vehicle can bear whatever description you choose, but its shape is dependent on the number of passengers it can hold. A bike that holds up to four, for example, would appear elongated or with a wider seat, while a car that holds two would appear shorter or have a small frame.

You have a mental link with the forged vehicle that gives you automatic knowledge of its function. While driving the vehicle, you are considered proficient with vehicles of its type, and you add double your proficiency bonus to ability checks related to driving the vehicle.

If the vehicle is destroyed or disabled, it disappears completely. You can also dismiss the vehicle at any time as an action, causing it to disappear.

You can only have one forged vehicle at a time with this power. Its stats can't be altered with vehicle mods.

***At Higher Ranks.*** When you use this power at rank 4 or higher, you can create a land or waterborne (surface) vehicle that can hold up to six medium creatures. When you use this power at rank 5 or higher, you can create an airborne, hover, or underwater vehicle that can hold up to ten medium creatures.

### Friends

*Prime Psychogenic Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the effect ends, the creature realizes that you used your power to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the GM's discretion), depending on the nature of your interaction with it.

### Frigid Mist

*Rank 5 Elemental Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 1 minute

You create a 20-foot radius cloud of frosty mist centered on a point you choose within range. The mist spreads around corners. It lasts for the duration or until strong wind disperses the mist, ending its effect. Its area is heavily obscured.

When a creature enters the mist's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 cold damage on a failed save, or half as much damage on a successful one.

The mist moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. It leaves a thin trail of frost along any surface it touches.

A creature killed within the mist becomes a frozen statue until it thaws.

***At Higher Ranks.*** When you use this power at rank 6 or higher, the damage increases by 1d8 for each rank above 5.

### Frost Coil

*Rank 2 Elemental Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Instant

You create a spiraling zone of freezing air and icy winds at a point of your choice within range. Each creature in a 10-foot cube centered on that point must make a Constitution saving throw. A creature takes 3d8 cold damage on a failed save, or half as much damage on a successful one. In addition, any creature that fails their saving throw cannot take any reactions until the start of your next turn.

***At Higher Ranks.*** When you use this power at rank 3 or higher, the damage (both initial and later) increases by 1d8 for each rank above 2.

## FROST FOLD

*Prime Elemental Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

The air becomes an aura of frost encompassing a creature you can see within range. Make a ranged channeling attack against the target. On a hit, the target takes 1d8 points of cold damage, and its speed is reduced by 10 feet until the start of your next turn.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## FROST ZONE

*Rank 6 Elemental Talent*

**Activation Time:** 1 action
**Range:** 300 feet
**Duration:** Instant

You unleash a streak of cold energy from your fingertips toward a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that solidifies at freezing temperatures (not including liquid-form creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your esper power save DC to break free.

You can stop the energy from exploding after activating this power, if you wish. A small globe about the size of a grenade, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or fire it with a launcher (to the weapon's normal range). It shatters on impact, with the same effect as the normal use of the power. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

***At Higher Ranks.*** When you use this power at rank 7 or higher, the damage increases by 1d6 for each rank above 6.

## FULL RECONSTRUCTION

*Rank 8 Forging Technique*

**Activation Time:** 1 hour
**Range:** Touch
**Duration:** Instant

You target a destroyed or deactivated automaton, construct, machine, vehicle, or electronic device that has been deactivated for no more than a century and has most of (at lt least three-quarters) its parts. You return the target to an optimal state before it was destroyed, returning it to full form and function with all its hit points or hull points. If the target is a standard scale starship, the ship is restored with full SI. However, this power does not restore fuel or sorium fuel tanks. This power has no effect on grand scale ships.

Any small missing parts, hull damage, or corrosion due to age or weather are restored. Any operational irregularities within the machine are repaired.

## FULL RESTORE

*Rank 9 Forging Technique*

**Activation Time:** 1 hour
**Range:** Touch
**Duration:** Instant

You target a dead creature that has been dead for no more than 300 years, that didn't die of old age, and that isn't an automaton or construct. You reconstruct the target into an optimal state before its death, returning it to life with all its hit points.

This power neutralizes any poisons, cures all diseases, and removes all detrimental marks and esper power effects afflicting the creature when it died. This power closes all mortal wounds and restores any missing body parts.

If the body was completely destroyed or no longer exists upon death, this power will generate a new body so long as you possess physical information about the target such as an image, a bioscan, or medical records. The creature then appears within 10 feet of you in an unoccupied space that you choose.

## FULL REVIVE

*Rank 7 Forging Technique*

**Activation Time:** 1 hour
**Range:** Touch
**Duration:** Instant

You target a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't an automaton or construct. You return the target to an optimal state before its death, returning it to life with all its hit points.

This power neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove supernatural diseases, marks, and the like such as those created by esper powers; if such effects aren't removed prior to activating this power, they afflict the target on its return to life.

This power closes all mortal wounds and restores any missing body parts.

The transition back from death is an ordeal. The target takes a −4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Using this power to restore life to a creature that has been dead for more than one arc-bind (or the equivalent of a year) taxes you greatly. Until you finish a long rest, you can't use powers again, and you have disadvantage on all attack rolls, ability checks, and saving throws.

## FULL TRANSMUTE

*Rank 9 Alteration Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 hour

Choose one creature or mundane object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this power for the full duration, the transformation lasts until it is dismissed.

This power has no effect on a shapeshifter or a creature with 0 hit points. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this power.

***Creature into Creature.*** If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, use powers, or take any other action that requires hands or speech, unless its new form is capable of such actions.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

***Object into Creature.*** You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The GM has the creature's statistics and resolves all of its actions and movement.

If the power becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

***Creature into Object.*** If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the effect ends and it returns to its normal form.

## FUSION BEAM

*Rank 6 Alteration Talent*

**Activation Time:** 1 action
**Range:** Self (60-foot line)
**Duration:** Concentration, up to 1 minute

You gather a mass of cosmic energy and unleash it in the form of a solar energy beam 60 feet long and 5 feet wide. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until the start of your next turn. On a successful save, it takes half as much damage and isn't blinded by this power. Netherants and Plant creatures have disadvantage on this saving throw.

You can create a new energy beam as your action on any turn until the effect ends.

For the duration, a pulsing globe of solar energy shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is considered to be sunlight.

## GAMMA VISION

*Prime Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 10 minutes

Your implant alters your ability to see enhanced spectrums of light. You gain darkvision with a range of 40 feet. Deactivating this ability requires an action. While in sunlight or very bright light, you are at a disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## GRAVITON STRIKE

*Rank 1 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before the end of the duration, a powerful gravity field appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the gravity field for the duration. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the field dissipates.

While restrained by this power, the target takes 1d6 force damage at the start of each of its turns. A creature restrained by the field or one that can touch the creature can use its action to make a Strength check against your forging save DC. On a success, the target is freed.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the damage increases by 1d6 for each rank above 1.

## GRAVITY SPHERE

*Rank 2 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 10 minutes

You create a sphere of crushing kinetic force at a point of your choice within range. The sphere has a 20-foot radius and is fixed at that point for the duration. The area inside the sphere counts as difficult terrain and creates a dark aura in the air that lightly obscures the area.

Each creature that starts its turn in the sphere or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is considered restrained as long as it remains in the area or until it breaks free.

A creature restrained by the sphere can use its action to make a Strength check against you channeling save DC. If it succeeds, it is no longer restrained, however, the opposing force of the energy will deal 2d4 force damage to the creature.

## GRAVITY WELL

*Rank 4 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 1 minute

You create a ring of crushing force that covers a 20-foot diameter area on the ground that you can see within range. For the duration, this area is considered difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 force damage and be restrained by the well's kinetic pull until the effect ends. A creature that starts its turn in the area and is already restrained by the well takes 3d6 force damage.

A creature restrained by the well can use its action to make a Strength or Dexterity check (its choice) against your channeling save DC. On a success, it frees itself.

## GUIDING DISCS

*Rank 1 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 10 minutes

You create a number of small gravity discs that follow and spin a few feet around a creature of your choice. The target has rudimentary control over the movement patterns of these discs and can use them to quickly climb objects or protect you from certain types of attacks.

Until the effect ends, the target has a +2 bonus to all Dexterity and Constitution saving throws. They also gain a climbing speed equal to your walking speed.

## HAZE OF CHAOS

*Rank 4 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 1 minute

This power creates an area of haze which assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you use this power or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

| d10 | Behavior |
|---|---|
| 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2–6 | The creature doesn't move or take actions this turn. |
| 7–8 | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 9–10 | The creature can act and move normally. |

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

***At Higher Ranks.*** When you use this power at rank 5 or higher, the radius of the sphere increases by 5 feet for each rank above 4.

## HORRIFIC VISAGE

*Rank 3 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** Self (30 feet cone)
**Duration:** Concentration, up to 1 minute

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration.

While frightened by this effect, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the effect ends for that creature.

## HYPNOTIC PATTERN

*Rank 3 Alteration Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this power, the creature is incapacitated and has a speed of 0.

This effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

## ILLUSORY DESIGN

*Rank 3 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 10 minutes

You manipulate the visible spectrum to create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature enough to cause damage or impart a condition.

As long as you are within range, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your channeling save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

***At Higher Ranks.*** When you use this power at rank 6 or higher, the effect lasts until interrupted or unraveled, without requiring your concentration.

## ILLUSORY FORM

*Rank 1 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 10 minutes

You manipulate the visible spectrum to create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual. It isn't accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your channeling save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

## ILLUSORY POINT

*Prime Metaphase Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

You create a spatial distortion that emits either a sound or an image of an object within range that lasts for the duration. The effect also ends if you dismiss it as an action or use this power again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the effect ends.

## ILLUSORY TRIGGER

*Rank 6 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Until dismissed or unraveled

You create a spatial distortion that presents the illusion of an object, creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you activate the power how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition you specify occurs, the illusion becomes visible and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to pass into a dangerous area, or you could set the illusion to trigger only when a creature says the correct word or phrase.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your esper power save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

### IMBUE INTELLECT

*Rank 5 Psychogenic Talent*

**Activation Time:** 8 hours
**Range:** Touch
**Duration:** Instant

You weave synaptic patterns into the mind of a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your GM chooses statistics appropriate for the awakened plant, such as the statistics for the sentient flora or the sentient topiary.

The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

### IMPACT DRIVE

*Rank 1 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The first time you hit with a weapon attack during this power's duration, your weapon unleashes a burst of concussive force, dealing an extra 1d6 force damage to the target.

Additionally, if the target is a creature, it must succeed on a Strength saving throw or be knocked prone.

### IMPACT ZONE

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You launch a device which explodes with concussive force in a 15-foot cube centered at a point you can see within range. Each creature in cube must make a Dexterity saving throw. A target takes 3d10 force damage on a failed save, or half as much on a successful one. In addition, a creature who failed their save is immediately knocked prone and cannot take bonus actions until the end of your next turn.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the damage increases by 1d10 for each rank above 3.

### IMPEDANCE

*Rank 1 Forging Technique*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

A pack of micro-drones deter and distract up to three creatures of your choice within range that you can see. Each creature must make a Wisdom saving throw. For the duration, any target that fails this saving throw suffers a -2 penalty to all attack rolls and saving throws.

***At Higher Ranks.*** When you use this power at rank 2 or higher, you can target one additional creature for each rank above 1.

### IMPOSING INFLUENCE

*Rank 2 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

You tap into the psychic link between you and a humanoid that you can see within range. That creature must succeed on a Wisdom saving throw or become charmed by you for the duration.

While charmed, you can will the target creature to use its action before moving on each of its turns to make a melee attack against a creature of your choice other than itself. If you choose no creature or if none are within its reach, the target can act normally.

On subsequent turns, you must use your action to maintain this power's effect on the target, or the effect ends. The target can also make a Wisdom saving throw at the end of each of its turns. On a success, the effect ends.

### INCINERATE

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You direct an aerial strike in the form of a large plasma beam which fires down onto a location you specify. Each creature in a 10-foot radius, 40-foot high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

***At Higher Ranks.*** When you use this power at rank 6 or higher, the fire damage or radiant damage (your choice) increases by 1d6 for each rank above 5.

### INFRAVISION

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 8 hours

You touch a willing creature to grant it the ability to see the infrared spectrum. For the duration, that creature has infravision out to a range of 60 feet. While under the power's effect, the creature can switch between infravision and normal vision instantly, without requiring the use of any actions.

## INNERVATE

*Rank 1 Alteration Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 1 hour

You galvanize your physical form, increasing your endurance to pain and physical stress. You gain 1d4+4 temporary hit points for the duration.

***At Higher Ranks.*** When you use this power at rank 2 or higher, you gain 5 additional temporary hit points for each rank above 1.

## INSTANT RECALL

*Rank 5 Clairsentient Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 hour

You gain a near eidetic memory with the ability to clearly recall everything you seen and experienced. For the duration, you have a +10 bonus to any Intelligence checks to recall information about past events or experiences.

In addition, while the power remains in effect, if the information you recall can be applied toward an Intelligence (Investigation) or Wisdom (Insight) check, you gain advantage to that roll.

## INTANGIBLE FORM

*Rank 7 Metaphase Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Up to 8 hours

Your physical form and everything you are wearing and carrying moves dimensionally out of phase, making you ethereal and intangible for the duration or until you use your action to dismiss the effect. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the physical world, but everything there looks gray, and you can't see anything more than 60 feet away.

While in this state, you can only affect and be affected by other creatures in the same state. Creatures that aren't in this extradimensional state can't perceive you and can't interact with you, unless a special ability or power has given them the ability to do so.

You can move through objects you perceive on the physical world.

When the effect ends, you immediately return to your normal state in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This power has no effect if you activate it while you are on already intangible or in a warded space that doesn't allow extradimensional movement.

***At Higher Ranks.*** When you use this power at rank 8 or higher, you can target up to three creatures (including you) for each rank above 7. The creatures must be within 10 feet of you when you activate the power.

## INTERCEPT DIRECTIVE

*Rank 1 Clairsentient Talent/Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

You are able to read and understand the electronic command patterns either within or being exchanged between automatons and constructs. Until the effect ends, you have advantage to Dexterity and Wisdom saving throws against attacks from any threat of this type.

## INTUITIVE AIM

*Prime Clairsentient Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 round

You focus your attention toward a target in range. Your talent grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, so long as this power remains in effect.

## JOLTING STRIKE

*Rank 3 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The next time you make a ranged weapon attack during the duration, the weapon's ammunition, or the weapon itself if it's a thrown weapon, transforms into a bolt of lightning. Make the attack roll as normal. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss, instead of the weapon's normal damage.

Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 2d8 lightning damage on a failed save, or half as much damage on a successful one.

The ammunition used is consumed. If a thrown weapon was used, it returns to its normal form.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the damage for both effects of this power increases by 1d8 for each rank above 3.

## JUMP

*Rank 1 Kinesis Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 1 minute

You touch a creature. The creature's jump distance is tripled until the talent's effect ends.

## LASER BLAST

*Rank 1 Forging Technique*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Instant

You fire a high powered laser beam toward a creature of your choice within range. Make a ranged forging attack against the target. On a hit, the target takes 4d6 radiant damage. In addition, the next attack roll made against this target before the end of your next turn has advantage.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the damage increases by 1d6 for each rank above 1.

## LEVITATE

*Rank 2 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. You can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the talent's range.

When the effect ends, the target floats gently to the ground if it is still aloft.

## LIGHT BEAM

*Rank 2 Alteration Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 round

You gather a swirl of molecular energy and fire it in the form of an energy beam 30 feet long and 5 feet wide. Any creature within the line of fire must make a Dexterity saving throw. On a failed save, a creature takes 3d8 radiant damage or half as much on a successful one.

***At Higher Ranks.*** When you use this power at rank 3 or higher, the damage increases by 1d8 for each rank above 2.

## LIGHTNING BALL

*Prime Elemental Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** 1 round

You hurl a ball of electrical energy. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 lightning damage.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## LIGHTNING RING

*Rank 4 Elemental Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 300 feet
**Duration:** Instant

You create a ring of electricity on the ground in a 20-foot radius, centered on a point within range. The ring rises up from the floor to a distance up to 40 feet. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 lightning damage on a failed save, or half as much damage on a successful one.

***At Higher Ranks.*** When you use this power at rank 5 or higher, the damage increases by 1d8 for each rank above 4.

## LIGHTNING WHIP

*Rank 1 Elemental Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

A streak of electricity lashes out from your hand toward a creature within range. Make a ranged channeling attack against a creature within range. On a hit, the target takes 1d10 lightning damage and the whip latches onto the target. On each of your turns for the duration, you can use your action to deal 1d10 lightning damage to the target automatically. On their turn, the target may free themselves by spending an action and succeeding on a Constitution saving throw.

The effect ends if you use your action to do anything else. The effect also ends if the target is ever outside the power's range or if it has total cover from you.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the initial damage increases by 1d10 for each rank above 1.

## LOADING ARM

*Rank 1 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 minute

You forge a cybernetic attachment over the limb of a willing creature. For the duration, the target has advantage to Strength (Athletics) checks made to move, lift, or carry objects and does so as if they were one category size larger.

## LOCK BREAKER

*Rank 2 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

Choose an object that you can see within range. The object can be a door, a container, restraints, a digital keypad, a mag lock, or another object that contains a mundane or electronic lock or code, or is affected by an esper power that prevents access.

A target that is held shut by a mundane lock, electronic code, or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks or electronic security measures, only one of them is unlocked.

If you choose a target that is held shut with *magnetic seal*, that power is suppressed for 10 minutes, during which time the target can be opened and closed normally.

When you use this power, any security sensors, control panels, or triggers that track the state of the object will read it as having been unlocked or opened.

## MAGNETIC SEAL

*Rank 2 Kinesis Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Until unraveled or dismissed

You touch a closed door, window, gate, hatch, container or other entryway, and it becomes locked for the duration. You and the creatures you designate when you use this power can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses the effects of this power for 1 minute. Otherwise, it is impassable until it is broken or the effect is unraveled or suppressed from powers such as *unravel effect*. Using the *lock breaker* power on the object suppresses *magnetic seal* for 10 minutes.

While affected by this power, the object is more difficult to break or force open; the DC to break it or bypass any locks on it increases by 10.

## MAJOR FIELD REPAIR

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You send micro drones to repair up to four automatons, constructs, or mechanical devices (including planetary vehicles) that you can see within range. Each target regains hit points equal to 1d8 + your forging ability modifier.

***At Higher Ranks.*** When you use this power at rank 6 or higher, the healing increases by 1d8 for each rank above 5.

### MAJOR FIELD SALVE

*Rank 3 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** 60 feet
**Duration:** Instant

You send micro drones to administer healing to your allies. Up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your forging ability modifier. This ability has no effect on constructs or automatons.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the healing increases by 1d4 for each rank above 3.

### MAJOR REMEDY

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

You administer medical treatment to a creature. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One affliction caused by a talent or technique
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

### MASS ALTERATION

*Rank 5 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 8 hours

You bend particles in the visible spectrum to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this power.

The power's effect disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between. You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The effect lasts for the duration, unless you use your action to dismiss it sooner.

The changes wrought by this power fail to hold up to physical inspection. For example, if you use this power to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this power to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your esper power save DC. If it succeeds, it becomes aware that the target is disguised.

### MASS MEND

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You send a group of medical drones to a point of your choice within range to provide emergency restorative salves. Choose up to six creatures in a 30-foot radius sphere centered on that point. Each creature regains hit points equal to 3d8 + your forging ability modifier. This ability has no effect on automatons or constructs.

***At Higher Ranks.*** When you use this power at rank 6 or higher, the healing increases by 1d8 for each rank above 5.

### MASS SUGGESTION

*Rank 6 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** 24 hours

You suggest a course of activity (limited to a sentence or two) and psychically influence up to twelve creatures you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to shoot itself, throw itself off a rooftop, immolate itself, or do some other obviously harmful act ends the effect.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of gangers surrender to the first security patrol they run into. If the condition isn't met before the effect expires, the activity isn't performed.

If you or any of your companions damages a target affected by this power, the power's effect ends for that target.

***At Higher Ranks.*** When you use this power at rank 7, the duration is 10 days. At rank 8, the duration is 30 days. At rank 9, the duration is a full arc-bind (or the equivalent of one year).

### MASS TREATMENT

*Rank 2 Forging Technique*

**Activation Time:** 10 minutes
**Range:** 30 feet
**Duration:** Instant

You medically treat up to six creatures of your choice that you can see within range. Each creature regains hit points equal to 2d8 + your forging ability modifier. This power has no effect on automatons or constructs.

***At Higher Ranks.*** When you use this power at rank 3 or higher, the healing increases by 1d8 for each rank above 2.

## MASS RENEWAL

*Rank 9 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You deliver a regenerative solutions to a group of injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this power are also cured of all diseases and any effect making them blinded or deafened. This power has no effect on automatons or constructs.

## MATTER FUSE

*Rank 3 Alteration Talent (C)*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 1 hour

You step into a solid object or surface made of one of three substances: metal, stone, or plastic. The object or surface must be large enough to fully contain your body, melding yourself and all the equipment you carry with the substance for the duration. Using your movement, you step into the material at a point you can touch. Nothing of your presence remains visible or otherwise detectable by mundane senses.

While merged with the substance, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can use esper powers on yourself while merged in the substance. You can use your movement to leave at the point where you entered, which ends the effect. You otherwise can't move.

Minor physical damage to the surface of the substance doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The substance's complete destruction (or alteration into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

## MECHANICAL STASIS

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 1 minute

Choose an automaton or construct that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

***At Higher Ranks.*** When you use this power at rank 6 or higher, you can target one additional automaton or construct for each rank above 5. They must be within 30 feet of each other when you target them.

## MEDICAL UNIT

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** Self (30-foot radius)
**Duration:** Concentration, up to 1 minute

You forge a tiny medical drone that moves with you for the duration. You can use your bonus action to administer treatment to one creature within a 30-foot radius around you (including you). The target creature is healed for 2d6 hit points.

## MEND

*Rank 1 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

A creature you touch regains hit points equal to 1d8 + your forging ability modifier. This ability has no effect on automatons or constructs.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the healing increases by 1d8 for each rank above 1.

## MENTAL MISSIVE

*Prime Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** 1 round

Choose one creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You use this power through solid objects if you are familiar with the target and know it is beyond the barrier. 1 foot of stone or common metal, any sorium barrier, or 3 feet of wood or glass blocks the effect, but does function around corners and through openings.

## MICRO STABILIZER

*Rank 4 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 8 hours

You attach a programmed nano-device to a creature which applies medication to stabilize them when wounded to a point near death.

The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the technique's duration ends.

If the technique is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, the effect is instead negated against the target, and the technique's duration ends.

### MIND BLANK

*Rank 8 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 24 hours

Until the effect ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, clairsentient powers, and the charmed condition. The power even defends against *cosmic weave* and powers or effects of similar ability used to affect the target's mind or to gain information about the target.

### MIND FRACTURE

*Rank 8 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Instant

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't use powers, activate enhanced items, operate machinery or electronics, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this effect. If it succeeds on its saving throw, the effect ends.

The effect can also be ended by *cosmic weave, full restore*, or *major remedy.*

### MINOR REMEDY

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

You administer treatment to a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

### MODIFY MEMORY

*Rank 5 Psychogenic Talent*

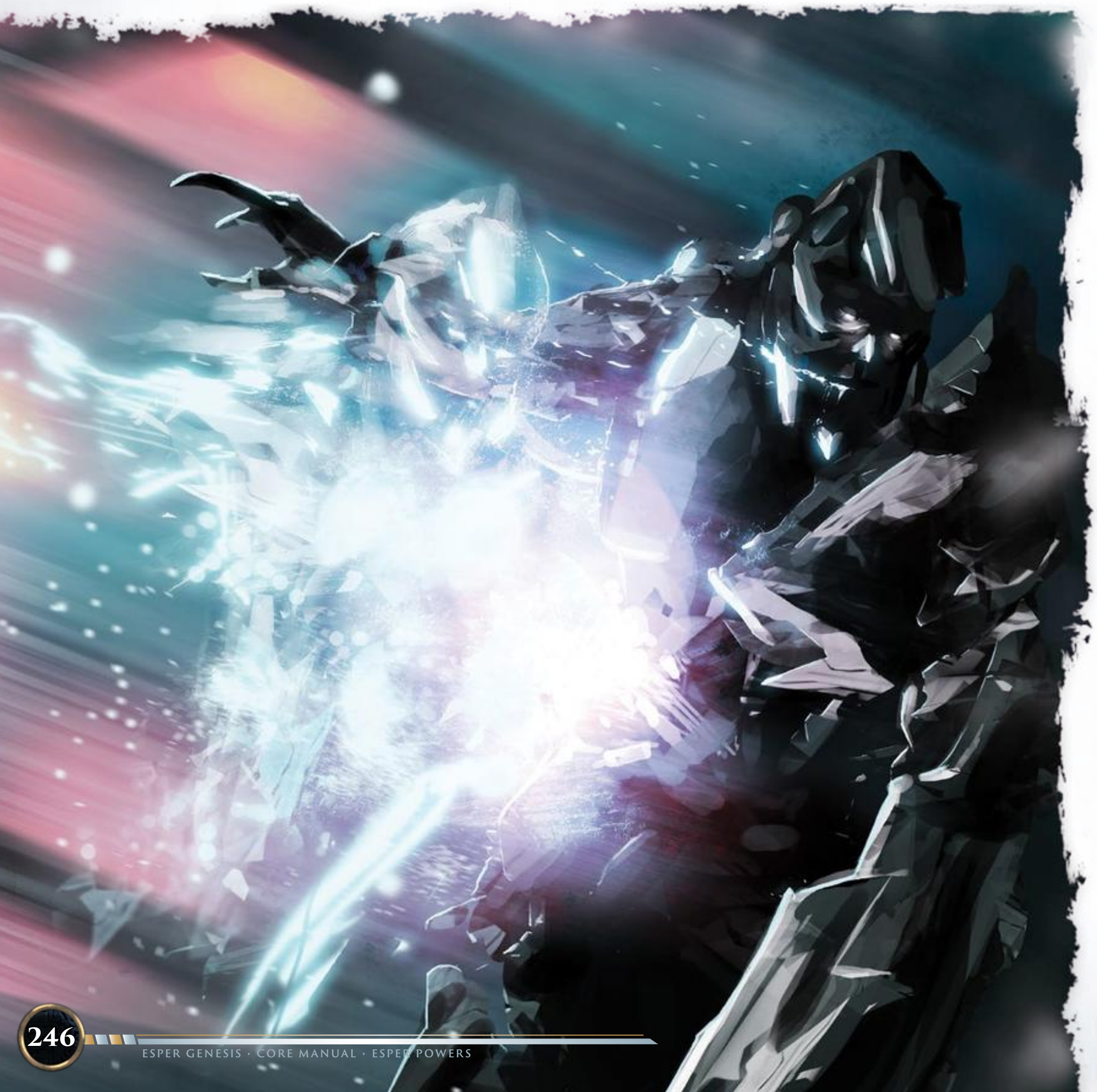
**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration.

The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another power, this power's effect ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the effect ends before you have finished describing the modified memories, the creature's memory



isn't altered. Otherwise, the modified memories take hold when the effect ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed jumping out of an airlock without a suit, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

Using a *major remedy* or *restore pattern* power on the target restores the creature's true memory.

## MOLECULAR AGITATION

*Rank 2 Alteration Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

Choose a manufactured object made mostly of either a metallic compound or reinforced plastic, such as a weapon, a suit of medium or heavy reinforced armor, or the casing of an electronic device that you can see within range. You can excite the molecules within the solid object causing it to generate an extreme amount of heat. Larger objects, such as walls, ship hulls, and items attached to larger objects (such as a vehicle's steering handle) is unaffected by this power.

Any creature in physical contact with the object takes 2d8 fire damage when you use this power. Until the effect ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

***At Higher Ranks.*** When you use this power at rank 3 or higher, the damage increases by 1d8 for each rank above 2.

## MOTOR DYSFUNCTION

*Rank 6 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

Choose one creature that you can see within range. The target's motor functions are thrown out of whack and they become disoriented, flailing their arms and stumbling about for the duration.

Creatures that can't be charmed are immune to this power.

An affected creature must use all its movement stumbling around without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this power, other creatures have advantage on attack rolls against it. As an action, an affected creature makes a Wisdom saving throw to regain control of itself. On a successful save, the effect ends.

## NEGATION FIELD

*Rank 6 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Self (10-foot radius)
**Duration:** Concentration, up to 1 minute

You create an immobile, faintly shimmering barrier in a 10-foot radius around you, which remains for the duration.

Any esper power of rank 5 or lower used from outside the barrier can't affect creatures or objects within it, even if the power is activated at a higher rank. Such a power can target creatures and objects within the barrier, but the power has no effect on them.

Similarly, the area within the barrier is excluded from the areas affected by such powers.

***At Higher Ranks.*** When you use this power at rank 7 or higher, the barrier blocks powers of one rank higher for each rank above 6.

## NONDETECTION

*Rank 3 Metaphase Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 8 hours

For the duration, you hide a target that you touch from extrasensory detection. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any clairsentient powers perceived through forging techniques or forge enhanced detection items.

## OBFUSCATE

*Rank 2 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 hour

You bend light around a creature you touch making them invisible to others. Anything the target is wearing or carrying is also invisible as long as it is on the target's person. The effect ends for a target that attacks or uses a talent or technique.

***At Higher Ranks.*** When you use this power at rank 3 or higher, you can target one additional creature for each rank above 2.

## OPEN CHANNEL

*Rank 1 Clairsentient Talent*

**Activation Time:** 1 action
**Range:** 500 feet
**Duration:** Concentration, up to 10 minutes

For the duration, you can transmit your voice and image to an electroniccommunication device within range. The device must be capable of transmitting your voice and/or image, and must be one that you have seen or touched within the last 24 hours.

You can choose to broadcast to the device directly or instead make a call or signal to the device for someone to respond. So long as the communication device has power, your transmission signal is high-quality, glitch free, and immune to signal jamming and interference. You can end the transmission at any time during the duration, which also ends the effect.

### OPTIMIZER

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

You administer a vitality booster to any number of creatures you choose that you can see within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

### PACIFY

*Rank 2 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this power's effect ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a power or if it witnesses any of its friends being harmed. When the effect ends, the creature becomes hostile again, unless the GM rules otherwise.

### PARALYZER

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 1 minute

You generate an electrical stun net over a target of your choice. The target must succeed on a Constitution saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends on the target.

***At Higher Ranks.*** When you use this power at rank 3 or higher, you can target one additional humanoid for each rank above 2. The humanoids must be within 30 feet of each other when you target them.

### PASS WITHOUT TRACE

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 hour

You create a cloaking field, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by means of an esper power. A creature that receives this bonus leaves behind no physical signature, tracks, or other traces of its passage.

### PERSONAL SENTRY

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** Self (15-foot radius)
**Duration:** Concentration, up to 10 minutes

You create a small pack of tiny stealth drones to protect you. They hover around you to a distance of 15 feet for the duration.

When you use this power, you can designate any number of creatures you can see to be unaffected by the drones. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage from the drones' weapon fire. On a successful save, the creature takes half as much damage.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the damage increases by 1d8 for each rank above 3.

### PHANTOM ZONE

*Rank 8 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** 1 hour

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to an extradimensional space that appears to be an empty room 60 feet in each dimension, made of a solid material such as metal or stone. When the effect ends, the door disappears, and any creatures or objects inside the space remain trapped there, as the door also disappears from the other side.

Each time you activate this power, you can create a new extradimensional space, or have the shadowy door connect to a space you created with a previous use of this power. Additionally, if you know the nature and contents of a space created by activation of this power by another creature, you can have the shadowy door connect to its space instead.

***At Higher Ranks.*** When you use this power at rank 9 the size of the space increases to 300 feet.

## PHASE SHIFT

*Rank 2 Metaphase Talent*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Instant
An enhanced version of the *phase step* talent, you fold the space between yourself and a point of destination within range. You teleport 30 feet to an unoccupied space that you can see.

## PHASE STEP

*Rank 1 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Instant

You fold the space between yourself and a point of destination within range. You teleport 10 feet to an unoccupied space that you can see.

## PHASE WALK

*Rank 6 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 500 feet
**Duration:** Concentration, up to 10 minutes

You create two linked points in space that remain open for the duration. Choose two points on the ground that you can see, one point within 10 feet of you and one point within 500 feet of you. A circular portal, 10 feet in diameter, opens over each point. If the portal would open in the space occupied by a creature, the power fails, and the activation cost is lost.

The portals are two-dimensional spinning circles with glowing borders and filled with a starry mist, hovering inches from the ground and perpendicular to it at the points you choose. A circle is visible only from one side (your choice), which is the side that functions as a portal.

Any creature or object entering the portal exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. The star-filled mist that fills each portal is opaque and blocks vision through it. On your turn, you can rotate the portals as a bonus action so that the active side faces in a different direction.

## PLASMA BLADE

*Rank 2 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 10 minutes

You generate a small plasma cutting blade from a device of your design that can be worn or carried. The blade is similar in size and shape of a short blade, and it lasts for the duration. You can deactivate and reactivate the blade again as a bonus action.

You can use your action to make a melee forging attack with the plasma blade. On a hit, the target takes 3d6 radiant damage.

The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

## PLASMA ORB

*Rank 4 Forging Technique*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

You launch a micro-drone which flies to a point you choose within range and unleashes a 20-foot radius sphere of crackling energy. The sphere remains for the duration.

Each creature within the sphere when it appears or ends its turn within the sphere must succeed on a Constitution saving throw or take 2d6 radiant damage. The area occupied by the sphere is difficult terrain.

Until the effect ends, you can use a bonus action on your turn to launch a bolt of lightning from the sphere's center toward one target within 60 feet of the center of the sphere. Make a ranged forging attack. If successful, the target takes 4d6 lightning damage. You have advantage on the roll if the target is already inside the sphere's radius.

***At Higher Ranks.*** When you use this power at rank 5 or higher, the damage increases for each effect by 1d6 for each rank above 4.

## PORTAL

*Rank 4 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 500 feet
**Duration:** Instant

You open a rift in space leading from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use this power.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and you are knocked back to your starting location.

## POWER DRAIN

*Rank 4 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Instant

You attempt to drain the power source of an enemy or a powered device, and convert it into healing energy. This power has no effect on vehicles. Upon activation of this power, one of two effects occur depending on the target.

***Enemy AI.*** When using this power against an automaton or construct, make a ranged forging attack. On a hit, the target takes 5d6 force damage and you regain hit points equal to the amount of force damage dealt.

***Mundane Devices.*** Choose a Huge or smaller electronic powered electronic device within range that is not being worn or carried. The device must make a saving throw versus your power save DC. The table below lists the bonus to the device's save roll depending on its size. Forge enhanced devices and devices that are not turned on automatically succeed on their save.

On a failed save, the device loses all power and function for 1 minute and you regain hit points equal to the amount listed on the table. A device affected by this power becomes immune to the effects of this power for the next 24 hours.

| Device Size | Save Bonus | Healing Amount |
|---|---|---|
| Small (handheld device, SIM unit) | +2 | 2d6 |
| Medium (Small console, monitor) | +4 | 3d6 |
| Large (Large console/comm pedestal) | +6 | 4d6 |
| Huge (Power conduit, data server) | +8 | 5d6 |

***At Higher Ranks.*** When you use this power at rank 5 or higher, both the damage and healing increases by 1d6 for each rank above 4.

## PROGRAMMED TRIGGER

*Rank 3 Metaphase Talent/Forging Technique*

**Activation Time:** 1 hour
**Range:** Touch
**Duration:** Until triggered or unraveled

When you use this power, you create a trigger that causes harm when conditions are met to set it off. The trigger can take the form of a semi-translucent mark (in a design of your choice), or a tiny micro-device. It is placed either upon a surface (such as a desk, panel, or a section of floor or wall) or within an object that can be closed (such as a box, case, or cabinet) to conceal the trigger. If you choose a surface, the trigger's sensor can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you activated this power, the trigger is nullified, and the effect automatically ends.

The trigger is nearly invisible and requires a successful Intelligence (Investigation) check against your esper power save DC to be found.

You decide what sets off the trigger when you activate this power. Triggers placed on a surface, are typically set off by touching or standing on them, removing another object covering the trigger, approaching within a certain distance of the trigger, or manipulating the object on which the trigger is placed. Triggers placed within an object are most commonly set off by opening that object, approaching within a certain distance of the object, or seeing and looking at the trigger for a set length of time. Once a trigger is set off, its effect activates then immediately ends.

You can further refine the trigger so the effect activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, to be set off only by netherants or kanasi), or alignment. You can also set conditions for creatures that don't set off the trigger, such as those who say a certain password.

When you place the trigger, choose between an explosive trigger and a power trigger.

***Explosive Trigger.*** When set off, the trigger erupts with elemental energy in a 20-foot-radius sphere centered on the trigger. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the trigger), or half as much damage on a successful one.

***Power Trigger.*** You can store a power of rank 3 or lower in the trigger by activating it as part of using this power. When you do so, you expend the appropriate tech slot or talent points in addition to the cost of using this power. The power must target a single creature or an area. The power being stored has no immediate effect when used in this way. When the trigger is set off, the stored power is activated. If the power has a target, it targets the creature that set off the trigger. If the power affects an area, the area is centered on that creature. If the power summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the power requires concentration, it lasts until the end of its full duration.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the damage of an *explosive trigger* increases by 1d8 for each rank above 3. If you create a *power trigger*, you can store any power of the same rank as the rank at which you activate *programmed trigger*.

## PROJECTED FORCE

*Rank 5 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

You create a small sphere of gravitic force in an unoccupied space that you can see within range. The sphere lasts for the power's duration, and it moves at your command, manipulated by the movements of your hand and fingers.

The sphere is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the effect ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The sphere doesn't take up any physical space.

When you activate this power and as a bonus action on your subsequent turns, you can move the sphere up to 60 feet and then cause one of the following effects with it.

***Strike.*** The sphere strikes one creature or object within 5 feet of it. Make a melee channeling attack for the sphere using your game statistics. On a hit, the target takes 4d8 force damage.

***Push.*** The sphere attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the sphere's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the sphere pushes the target up to 5 feet plus a number of feet equal to five times your channeling ability modifier. The sphere moves with the target to remain within 5 feet of it.

***Hold.*** The sphere attempts to surround and restrain a Huge or smaller creature within 5 feet of it. You use the sphere's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the sphere is grappling the target, you can use a bonus action to have the sphere crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your channeling ability modifier.

***Block.*** The sphere flattens into a force barrier and interposes itself between you and a creature you choose until you give the sphere a different command. The sphere moves to stay between you and the target, providing you with half cover against the target. The target can't move through the sphere's space if its Strength score is less than or equal to the sphere's Strength score. If its Strength score is higher than the sphere's Strength score, the target can move toward you through the sphere's space, but that space is difficult terrain for the target.

***At Higher Ranks.*** When you use this power at rank 6 or higher, the damage for the strike option increases by 2d8 and the damage from the hold increases by 2d6 for each rank above 5.

## PRIMAL FEAR

*Rank 1 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

A creature of your choice that you can see within range becomes uncontrollably terrified of everything around them if affected by this power. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

## PROPELLED SHOT

*Rank 1 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Instant

Choose one object weighing 5 to 10 pounds within range that isn't being worn or carried. You levitate and hurl the object in a straight line up to 90 feet in a direction you choose before it falls to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target, then falls to the floor. In either case, both the object and the creature or solid surface take 3d8 bludgeoning damage.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the maximum weight of the objects you can target with this power increases by 5 pounds, and the damage increases by 1d8 for each rank above 1.

## PROTECTION FIELD

*Rank 1 Kinesis Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 8 hours

You are able to generate a minor force field from your body. Your base AC becomes 13 + your Dexterity modifier and functions as a PSD against weapons with the kinetic property. To receive any benefit from this power, you cannot be wearing any armor or other protective gear. You may dismiss the effect of this power with an action.

## PROTECTIVE SPHERE

*Rank 4 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration.

Nothing—not physical objects, energy, or other esper power effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there.

The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

A *disintegrate* power targeting the globe destroys it without harming anything inside it.

## PROTON BLADE

*Prime Alteration Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

A small blade of pure energy forms around your hand. The blade sheds dim light up to 10 feet. For the duration, your unarmed attacks deal 1d6 force damage. This damage is still considered mundane for purposes of resistances and immunities.

## PSI BLAST

*Prime Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Instant

You launch a streaming coil of psychic energy at a target you can see. Make a ranged channeling attack. On a hit, the target takes 1d10 psychic damage. The target also loses any benefit from cover against your next attack roll against it. This effect lasts until either the end of your next turn or whenever you hit another target with this power, whichever comes first.

This power's power increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## PSYCHIC BACKLASH

*Rank 1 Psychogenic Talent*

**Activation Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see.
**Range:** 60 feet
**Duration:** Instant

You place a psychic mark upon a creature that struck you, unleashing a chain of reactive energy into them. The creature must make a Dexterity saving throw. It takes 2d10 psychic damage on a failed save, or half as much damage on a successful one.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the damage increases by 1d10 for each rank above 1.

## PSYCHIC OVERLOAD

*Rank 8 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** Self (15-foot cone)
**Duration:** Concentration, up to 10 minutes

You attempt to overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the power has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

## PSYCHIC STORM

*Rank 9 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You unleash a powerful wave of destructive psychic energy, assaulting the minds of up to eight creatures of your choice that you can see within range. Each target must make an Intelligence saving throw. On a failed save, a target takes 12d8 psychic damage on a failed save and is stunned. On a successful save, a target takes half as much damage and isn't stunned.

The stunned target must make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

## PSYCHIC WAVE

*Rank 2 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** Self (15-foot cone)
**Duration:** Instant

You harness your darkest thoughts, sending a wave of psychic energy that assaults the minds of all in its path. Each creature in a 15-foot cone must make a Wisdom saving throw, suffering 3d6 psychic damage on a failed save, and half as much on a successful one.

***At Higher Ranks.*** When you use this power at rank 3 or higher, the damage increases by 1d6 for each rank above 2.

## PULSE BEAM

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** Self (60-foot line)
**Duration:** Instant

You fire a ion energy beam that is 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. If the creature is an automaton or construct, they take 5d6 lightning damage on a failed save and are stunned until the end of their next turn. They take half as much damage on a successful save and are not stunned.

A creature that fails its saving throw loses the use of any electronic device it is using or carrying for 1 minute. Any energy based weapon, such as a laser pistol or energy blade cannot be used to make weapon attacks until the end of the creature's next turn.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the damage increases by 1d8 for each rank above 3.

## PULSING STRIKE

*Rank 1 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during this power's duration, the weapon attaches a device onto the target that delivers powerful electrical pulses. At the start of each of its turns until the effect ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 lightning damage.

On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to remove the device, the effect ends.

## PUSH

*Prime Kinesis Talent*

**Activation Time:** 1 action
**Range:** 10 feet
**Duration:** Instant

A gravity wave lashes out from your hand at a target within range. Make a ranged channeling attack against the target. On a hit, the target takes 1d8 force damage and must make a Strength saving throw. On a failed save, you can push the target up to 10 feet away from you.

This power's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## QUICK CONSTRUCT

*Rank 3 Forging Technique*

**Activation Time:** 1 minute
**Range:** Self (as point of origin)
**Duration:** Instant

You create a robotic construct which you command. The general appearance is your choice but it is the size and shape of a Medium or Small humanoid. This construct has the statistics of a forged construct (The GM has game statistics for these creatures.)

On each of your turns, you can use a bonus action to mentally command any creature you forged with this power if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular area. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which its power core ceases to function and its parts deteriorate into scrap. To maintain the creature for another 24 hours, you must activate this power on the creature again before the current 24-hour period ends. This use of the technique fully recharges up to four creatures you have created with this power, rather than forging a brand new one.

***At Higher Ranks.*** When you use this power at rank 4 or higher, you create or reassert control over two additional constructs for each rank above 3. Each additional construct must come from at least ten pounds of scrap metal or machine parts.

## QUICK REPAIR

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

You repair an automaton, construct, or mechanical device, or planetary vehicle that you can touch. It regains hit points equal to 1d8 + your forging ability modifier.

***At Higher Ranks.*** When you use this power at rank 3 or higher, the healing increases by 1d8 for each rank above 2.

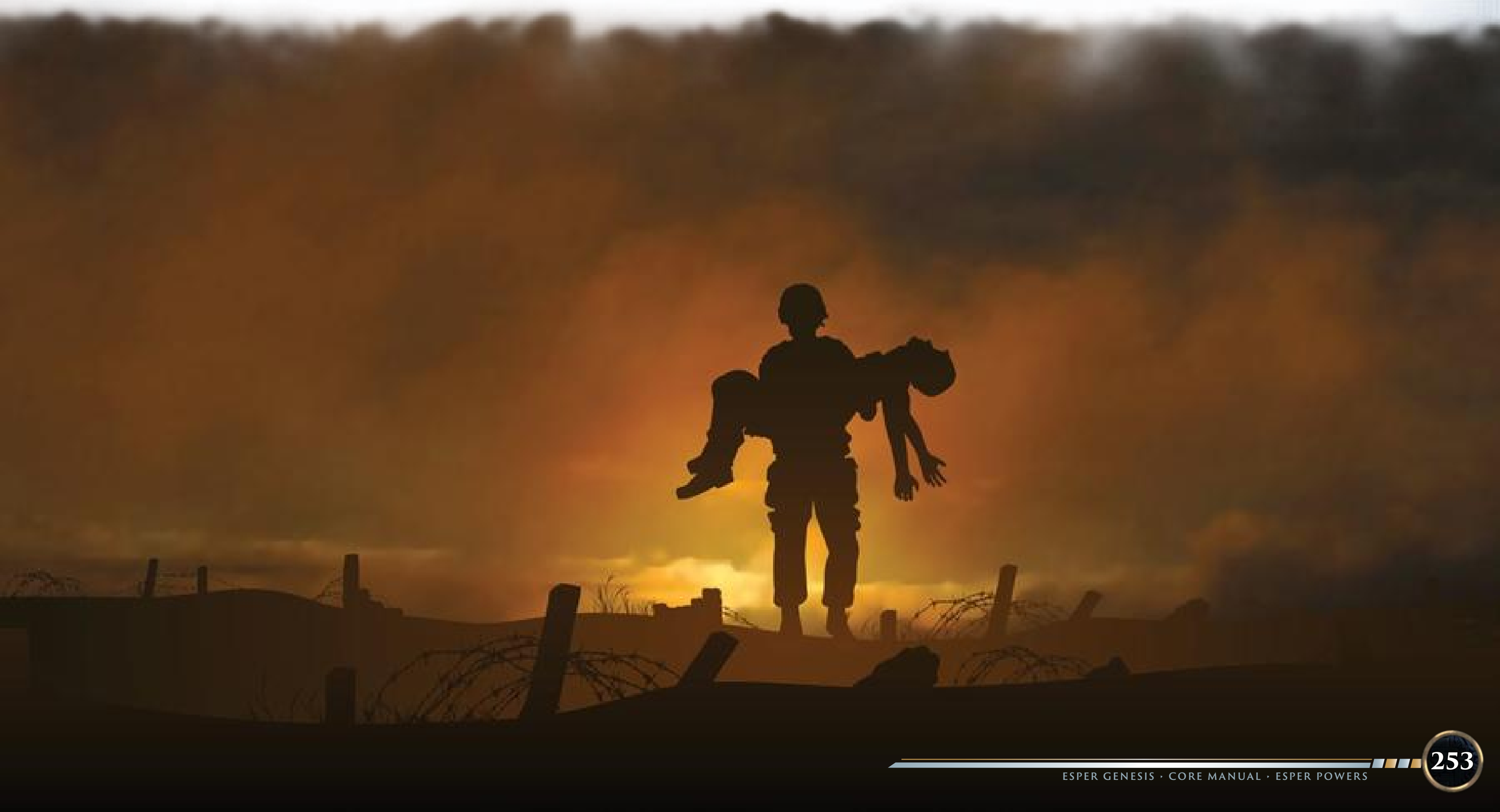
## QUICK STEP

*Rank 1 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 1 hour

You bolster the movement rate of a target with this power. You touch a creature. That target's speed increases by 10 feet for the duration.

***At Higher Ranks.*** When you use this power at rank 2 or higher, you can target one additional creature for each rank above 1.



### RAMMING STRIKE

*Rank 1 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this power's duration, your weapon explodes with a crushing force that is audible within 300 feet of you, dealing an extra 2d6 thunder damage to the target.

Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.

### RAVAGE PATTERN

*Rank 4 Alteration Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Instant

You violently disrupt the cellular pattern of a target of your choice that you can see within range. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one.

This power does no damage on automatons or non-organic constructs but causes outer blemishes such as fading, warping, or corrosion.

If you target a plant creature or an organic construct, it makes the saving throw with disadvantage, and also suffers maximum damage from the talent.

If you target an organic form that isn't a creature, such as a tree, vegetable, or soil, it doesn't make a saving throw; it simply spoils, withers and dies.

***At Higher Ranks.*** When you use this power at rank 5 or higher, the damage increases by 1d8 for each rank above 4.

### REACTIVE AURA

*Rank 8 Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

Swirling energy ripples out from you, forming a dimly glowing sphere in a 30-foot radius around you.

Creatures of your choice in that radius when you use this power shed dim light in a 5-foot radius and have advantage on all saving throws until the effect ends.

In addition, whenever one of these creatures is hit for the first time with a weapon or esper power attack, the aura erupts with a backlash of reactive energy. The attacker must make a Dexterity saving throw, taking 6d10 radiant damage on a failed save, or half as much on a successful one. Subsequent attacks on the same creature does not provoke the energy backlash.

### REACTIVE FIELD

*Rank 4 Elemental Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 10 minutes

You surround yourself with an aura of extreme heat or extreme cold, as you choose. The heat shield grants you resistance to cold damage, and the cold shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with reactive energy. The attacker takes 2d8 fire damage from a heat shield, or 2d8 cold damage from a cold shield.

### REAVE

*Rank 7 Alteration Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** instant

You unleash a spiral of molecular distortion, which envelops a target within range. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

A creature killed by this power has their molecules completely scattered, including everything it is wearing and carrying except forge enhanced items. The creature can be restored to life only by means of a *full restore* or a *cosmic weave* power.

### REGENERATE

*Rank 7 Forging Technique*

**Activation Time:** 1 minute
**Range:** Touch
**Duration:** 1 hour

You stimulate a creature's natural healing ability. The target regains 4d8 + 15 hit points. For the duration of the power, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the power instantaneously causes the limb to knit to the stump.

### REMOTE CONNECTION

*Rank 1 Clairsentient Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 10 minutes

You can use a nearby device as if it were right in front of you. Choose any electronic device within range that you can see, is not being worn or carried and that has a user function such as controls or a keypad. When you activate this power, a virtual set of controls appear before you, allowing you to use the device as if you were accessing it physically.

You can only use this power on one device at a time. This power has no effect on a device that is currently in use by another user.

## RENEW

*Prime Alteration Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

This power repairs a single break or tear in an object you touch, such as a broken chain link, a corroded pipe, a torn shirt, or a leaky hose. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This power can physically repair a mechanical device or construct but cannot restore function to it without proper repair.

## RESTORE PATTERN

*Rank 3 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Instant

At your touch, all supernatural markers created by a special attack or power (such as *corrupt pattern*) affecting one creature or object are erased. If the object is a forge enhanced weapon, the marker remains, but the effect breaks its owner's attunement to the object so it can be removed or discarded.

## RESUSCITATE

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

You medically treat a creature that has died within the last minute. That creature returns to life with 1 hit point. This technique can't return to life a creature that has died of old age, nor can it restore any missing body parts.

## RETURN POINT

*Rank 6 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated haven. You and any creatures that teleport with you appear in the nearest unoccupied space next to the spot you chose when you prepared your haven (see below). If you use this power without a designated haven, the power has no effect. If the haven is a vehicle, such as a starship, you cannot teleport onto that vehicle while it's moving under its own power.

You must designate a haven by activating this power within a familiar location you've visited often and likely feel at home, such as your home, a companion's home, your workplace, your group's hideout, or the bridge of your ship. If you attempt to activate the power in this manner in an area that isn't personally familiar to you, the power has no effect.

## REVIVE

*Rank 5 Forging Technique*

**Activation Time:** 1 hour
**Range:** Touch
**Duration:** Instant

You bring a recently deceased creature back from death, provided that it has been dead no longer than 10 days. The creature returns to life with 1 hit point.

This technique also neutralizes any poisons and cures all diseases that affected the creature at the time it died. This technique doesn't, however, remove any afflictions caused by esper powers, or similar effects; if these aren't first removed prior to using this power, they take effect when the creature returns to life. This technique can't reanimate an automaton or construct.

This technique closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival (its head, for instance) the technique has no effect.

Being brought back from death is a taxing ordeal. The target takes a −4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

## RIFT BLADE

*Rank 7 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 1 minute

A spinning translucent blade surrounded by a small wisps of light-distorting mists forms and hovers a few feet from you for the duration.

When the blade appears, you can launch it at a target you can see within range. Make a ranged channeling attack. The target cannot gain an AC bonus against this attack from half or three-quarters cover. On a hit, the target takes 3d10 force damage. Until the effect ends, you can use a bonus action on each of your turns to repeat this attack against the same target or a different one within range.

## SALVO STRIKE

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Instant

You launch an assault drone which rains down a hail of gunfire centered on a point within range. Each creature in a 40-foot-radius. 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 piercing damage on a failed save, or half as much damage on a successful one.

## SCORCHING STRIKE

*Rank 1 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during this power's duration, the weapon erupts with a fiery explosion, dealing an extra 1d6 fire damage to the target and causes the target to burst into flames. At the start of each of its turns until the effect ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage.

On a successful save, the effect ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the effect ends.

***At Higher Ranks.*** When you use this power at rank 2 or higher the initial extra damage dealt by the attack increases by 1d6 for each rank above 1.

## SECURE STRUCTURE

*Rank 6 Metaphase Talent*

**Activation Time:** 10 minutes
**Range:** Touch
**Duration:** 24 hours

You create a programmed pattern of spatial energy that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a building by dividing the area among them, as long as you can walk into each contiguous area while you are activating this power.

When you activate this power, you can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

*Secure structure* creates the following effects within the warded area.

***Doors.*** All doors and hatches in the warded area are locked, as if sealed by a *magnetic seal* power. In addition, you can cover up to ten doors with an illusory effect (equivalent to the illusory object function of the *illusory point* power) to make them appear as plain sections of wall.

***Electronics.*** Computer terminals and panels all have their information scrambled, preventing access to any informational data. Each use of any electronic terminal requires a successful Intelligence saving throw versus your esper power save DC.

***Passageways.*** Light bends and twists around every hallway or passage, distorting visibility and making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses.

***Stairs.*** The elevation of all stairs and ramps are distorted, making them difficult terrain. In addition, any creature attempting to move across them must make a Wisdom saving throw versus your esper power save DC or lose their movement for that turn.

***Transports.*** Lifts, moving ramps, or elevators are locked as if they were doors. In addition, if they are accessed, they have their controls rearranged. There is a 50 percent chance that the elevator moves in the opposite direction of the distance or number of floors intended. If the elevator reaches the top or bottom in this way, it simply stops moving when it reaches that level until accessed again.

The whole warded area radiates cosmic energy. An *unravel effect* used on a specific effect, if successful, removes only that effect..

## SECURE ZONE

*Rank 4 Alteration Talent/Forging Technique*

**Activation Time:** 10 minutes
**Range:** 120 feet
**Duration:** 24 hours

You secure an area within range. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The power lasts for the duration or until you use an action to dismiss it.

When you activate this power, you decide what sort of security the effect provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including infravision and darkvision) through it.
- Electronic sensors or those created by esper powers can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by clairsentient powers.
- Nothing can teleport into or out of the warded area.
- Dimensional travel using devices or metaphase powers is blocked within the warded area.

***At Higher Ranks.*** When you use this power at rank 5 or higher, you can increase the size of the cube by 100 feet for each rank beyond the 4th. Thus, you could protect a cube that can be up to 200 feet on one side by activating the talent at rank 5.

## SECURITY SCANNER

*Rank 2 Forging Technique*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Instant

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this power, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the power would sense an area covered with pressure sensitive mines, a sensor grid, hidden weapon mounts, or those with affected by esper powers such as *security trigger* or *programmed trigger.* It would not reveal a natural weakness in the floor, faulty wiring, an unstable ceiling or platform, or a rusted railing.

This power merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

### Sensor Trigger

*Rank 1 Forging Technique (C)*

**Activation Time:** 1 minute
**Range:** 30 feet
**Duration:** 8 hours

You set a sensory trigger alarm against unwanted intrusion. Choose a door, a hatch, a window, or an area within range that is no larger than a 20-foot cube. Until the effect ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you activate this power, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your implant or device if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of an alarm siren for 10 seconds within 60 feet.

### Sensory Boost

*Rank 1 Forging Technique*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

You provide a sensory upgrade to up to three creatures of your choice within range. Each creature gains a +2 bonus to attack rolls and saving throws before the end of the effect's duration.

***At Higher Ranks.*** When you use this power at rank 2 or higher, you can target one additional creature for each rank above 1.

### Sensory Extension

*Rank 3 Clairsentient Talent/Forging Technique*

**Activation Time:** 1 minute
**Range:** 5 miles
**Duration:** Concentration, up to 10 minutes

You create an invisible sensory area within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, down an alleyway, or in a warehouse of storage containers). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you use this power, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing.

### Sensory Jammer

*Rank 1 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** 30 feet
**Duration:** 1 minute

You create a sensory masking effect around a creature within range, making them difficult to pinpoint and attack. Until the effect ends, any creature who targets the affected creature with an attack or a harmful power must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or power. This technique doesn't protect the chosen creature from area effects, such as the crushing force of a *gravity well.*

If the warded creature makes an attack or activates a power that affects an enemy creature, the technique's effect ends.

### Shapeshift

*Rank 9 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 hour

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be an automaton, construct or a netherant, and you must have seen this sort of creature at least once.

You transform into an average example of that creature, one without any class levels or the Channeling or Forging trait.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The GM determines whether it is practical for the new form to wear or use a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

During this power's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: if your new form has more hit points than your current one, your hit points remain at their current value.

## SHARED VISION

*Rank 1 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 10 feet
**Duration:** Concentration, up to 1 minute

You can share a memory with up to four willing creatures within range. The memory can be no more than 30 days old and cannot last for more than 1 minute. For the duration, targets of this power experience the memory as viewed through your eyes and in your body. They can experience sights, sounds, and smells clearly, though tactile senses such as touch and taste are muted.

While this power remains in effect, if the memory can be applied toward a Wisdom (Perception) check dealing with sight, smell, or sound, each target including you, gains advantage to that roll.

Once the effect ends, you can't use your *shared vision* power on the same targets again for another 24 hours. Those targets, however can still be targeted by a *shared vision* power activated by a different creature.

## SHATTERSENSE

*Rank 6 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

You cause a direct disturbance within a creature's psyche. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the effect ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this current activation of *shattersense*.

***Scare.*** The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.

***Sicken.*** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

***Sleep.*** The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake. Creatures that do not sleep normally automatically resist this effect.

## SHRAPNEL CLOUD

*Rank 1 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before the effect ends, a cloud of sharp metal flechettes burst from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

***At Higher Ranks.*** When you use this power at rank 2 or higher the damage increases by 1d10 for each rank above 1 (to a maximum of 6d10).

## SINGULARITY

*Rank 3 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Instant

You point toward an area within range and create an expanding globe of gravimetric force which engulfs everything within its area. Each creature in a 20-foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 force damage on a failed save, or half as much on a successful one.

The sphere also does damage to structures and objects in the area that aren't being worn or carried.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the damage increases by 1d6 for each rank above 3.

## SIPHON

*Rank 3 Alteration Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

Your touch can siphon life force from others to heal your wounds. Make a melee channeling attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the effect ends, you can make the attack again on each of your turns as an action. This power has no effect on automatons or constructs.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the healing increases by 1d6 for each rank above 3.

## SLOW FALL

*Rank 1 Kinesis Talent*

**Activation Time:** 1 reaction, which you take when you or a creature within 60 feet of you falls
**Range:** 60 feet
**Duration:** 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the talent ends. If the creature lands before the end of the duration, it takes no falling damage and can land on its feet, and the talent's effect ends for that creature.

## SONIC BURST

*Prime Forging Technique*

**Activation Time:** 1 action
**Range:** Self (5 feet radius)
**Duration:** Instant

You emit burst of sonic energy centered upon you. Each creature in a 5 foot radius must make a Constitution saving throw or suffer 1d6 thunder damage. You are excluded from this effect. In addition, the technique emits a thunderous boom that can be heard from 150 feet away.

This power's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## SOUND DAMPENER

*Rank 2 Forging Technique (C)*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any sound generated by speech, tool, or device is immediately snuffed out. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Any ability, power, or utility that requires a verbal command does not function in this area.

## SPACE FOLD

*Rank 7 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 10 feet
**Duration:** Instant

This power instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on or within orbit of the same planetary body as you. You cannot teleport between two moving vehicles unless their motion is caused by the planet's gravity (for example, you can't teleport between two ships operating on their own thrusters, but you can teleport to a ship in nearby orbit around the planet). Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the table.

| Familiarity | Mishap | Similar Area | Off Target | On Target |
|---|---|---|---|---|
| Very familiar | — | — | — | 01–100 |
| Associated object | — | — | — | 01–100 |
| Studied carefully | 01 | 02–03 | 04–05 | 06–100 |
| Seen casually | 01–03 | 04–08 | 09–15 | 16–100 |
| Viewed once | 01–05 | 06–10 | 11–25 | 26–100 |
| Description | 01–05 | 06–15 | 16–30 | 31–100 |
| False destination | 01–25 | 26–100 | — | — |

***Familiarity.*** "Very familiar" means a place you've been to very often and where you feel at home, such as your favorite nightclub or the place where you grew up. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a datapad from an old bunker, a SIM recording from your last concert, or the leather jacket you bought from a shop.

"Studied carefully" is a place you have visited more than once for a prolonged period, a place you have carefully studied, or a place you can see when you activate the power. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly from an image or video. "Description" is a place whose location and appearance you know through someone else's description, or perhaps spot on a map or chart.

"False destination" is a place that doesn't exist. Perhaps you're working off of false data, or you're attempting to teleport to a familiar location that no longer exists.

***On Target.*** You and your group (or the target object) appear where you want to.

***Off Target.*** You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 × 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to an elevated city and wound up 18 miles somewhere out in the sky, you could be in a lot of trouble.

***Similar Area.*** You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your local starbase or space dock, for example, you might wind up in another space station or in an construction yard that holds similar ships and machinery. Generally, you appear in the closest similar place, but since the power has no range limit, you could conceivably wind up anywhere in the galaxy.

***Mishap.*** A miscalculation causes the signature of all targets within the fold to become scrambled. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

***At Higher Ranks.*** When you use this power at rank 8, you gain a +15 bonus to your d100 roll. In addition, you can teleport to other planets within the same star system in which your familiarity is "Seen casually" or better. At rank 9, you gain a +25 bonus to your roll and can teleport anywhere in the galaxy that you've been to at least once.

## SPACE WALK

*Rank 8 Kinesis Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 10 minutes

You and up to ten willing creatures you can see within range gain the ability to move and survive in the vacuum of space. For the duration a creature does not need to breathe, has a flying speed of 300 feet, and is immune to fire, cold, necrotic, and radiant damage from mundane sources. A creature under this effect cannot speak and the only actions they can take are the Dash, Dodge, and Disengage actions, or dismiss the effect. They can otherwise interact with objects and perform basic functions that do not require the expenditure of actions. Dismissing the effect takes a full turn, during which time a creature is incapacitated and can't move.

If a creature is in a space vacuum when the effect ends, they take 3d6 cold damage and 3d6 necrotic damage at the start of each of their turns and immediately begin to suffocate (see chapter 8 for rules on suffocating). In addition, they lose their flying speed and move as a creature in a Zero-G environment.

## SPATIAL PASSAGE

*Rank 5 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 1 hour

You open a rift at a point of your choice that you can see on a wooden, plastic, metallic, or stone surface (such as a wall, a ceiling, or a floor) within range, forming a passage that lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The rift creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the technique are safely ejected to an unoccupied space nearest to the surface upon which you used the talent.

## Spatial Sever

*Rank 2 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 1 minute

You create tiny folds and ripples in the space of a 5-foot area. These distortions are nearly invisible, requiring a successful Wisdom saving throw to see them. A creature takes 2d8 slashing damage when it enters the area of effect for the first time on a turn or starts its turn there.

***At Higher Ranks.*** When you use this power at rank 3 or higher the damage increases by 1d8 for each rank above 1.

## Spiral Defender

*Rank 1 Forging Technique*

**Activation Time:** 1 reaction, which you take when you are targeted by an attack but before the roll is made.
**Range:** Self
**Duration:** Instant

As a reaction, you activate a group of small energy shields that spiral upward around your body to deflect an incoming attack from a target you choose. The target's attack has disadvantage to its attack roll.

## Spoof Command

*Rank 2 Clairsentient Talent/Forging Technique (C)*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 10 minutes

You attempt to bluff the security protocol of an automaton or construct you can see within range. This power has no effect on targets with an Intelligence of 2 or less. The target must make an Intelligence saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it regards you as a friendly acquaintance for the duration. The effect immediately ends if you or your companions attack the target. When the effect ends, the target knows it was under the effect of this power.

***At Higher Ranks.*** When you use this power at rank 3 or higher, you can target one additional automaton or construct for each rank above 2. They must be within 30 feet of each other when you target them.

## Sprite Beam

*Prime Alteration Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Instant

A beam of energy surrounded by a chain of digital code streaks toward a creature within range. Make a ranged channeling attack against the target. On a hit, the target takes 1d10 force damage.

The power creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

## Stabilize

*Prime Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

When you activate this power on a living creature with 0 hit points, that creature becomes stable. This technique has no effect on automatons or constructs.

## Stasis Field

*Rank 2 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

***At Higher Ranks.*** When you use this power at rank 3 or higher, you can target one additional humanoid for each rank above 2. The humanoids must be within 30 feet of each other when you target them.

## Static Circle

*Prime Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Instant

You extend your arms outward, emitting short streams of electrostatic energy. Each creature of your choice within 5 feet of you must succeed on a Constitution saving throw or take 1d6 lightning damage.

This power's power increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Stealth Scan

*Rank 2 Clairsentient Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** 1 hour

For the duration, you can see creatures and objects made invisible by stealth tech or esper powers. They appear to you as if they were visible. Intangible creatures and objects appear ghostly and transparent. You can also see hidden openings such as spatial portals leading to other locations or into an extradimensional space.

### STEALTH SENTRY

*Rank 4 Forging Technique*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 8 hours

You launch a micro-drone which fires an energy beam at hostile targets. It hovers for the duration in an unoccupied space of your choice that you can see within range. The tiny drone is considered invisible and can only be disabled by an *unravel effect* or by inflicting at least 30 hp of damage from a talent or technique of Rank 4 or higher.

Any creature hostile to you that moves to a space within 10 feet of the drone for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The drone loses power and disintegrates when it has dealt a total of 60 hp of damage.

### STEEL BARRICADE

*Rank 5 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 10 minutes

A solid steel wall appears at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing solid material, such as stone, reinforced polymer, tempered glass, or metal. Thus, you can use this power to bridge a chasm or create a ramp.

You can adjust the shape of the corners to create curves and angles to fit within available spaces.

The steel wall can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. The steel, though durable, cannot be suitably used to create other objects and does not provide adequate value to be sold.

If you maintain your concentration on this power for its whole duration, the wall becomes permanent and can't be unraveled. Otherwise, the wall disappears when the effect ends.

### STIM PATCH

*Rank 6 Forging Technique*

**Activation Time:** 10 minutes
**Range:** 30 feet
**Duration:** Instant

You create a booster formula which you can administer to yourself and up to twelve creatures. The solution takes 1 hour to administer and it completely dissolves into nothing at the end of that time. The beneficial effects don't set in until this hour is over.

A creature that receives this treatment gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

### SUGGESTION

*Rank 2 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and psychically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to shoot itself, throw itself off a rooftop, immolate itself, or do some other obviously harmful act ends the effect.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a pilot give their ship away to the first person they meet. If the condition isn't met before the effect expires, the activity isn't performed.

If you or any of your companions damage the target, the talent's effect ends.

### SUPERIOR AEGIS

*Rank 4 Kinesis Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 hour

You create a thin kinetic barrier around a willing creature you touch. Until the effect ends, the target has resistance to bludgeoning, piercing, and slashing damage. The target also receives a +3 bonus to their Burst Save.

## SUPERIOR DOMINATION

*Rank 8 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 1 hour

You attempt to mentally glamour a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are in the same galaxy. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that target," "Run over there," or "Retrieve that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do.

During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the power's effects. If the saving throw succeeds, the effect ends.

***At Higher Ranks.*** When you use this power at rank 9, the duration is concentration, up to 8 hours.

## SUPERIOR NEGATION FIELD

*Rank 8 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Self (10-foot radius)
**Duration:** Concentration, up to 1 minute

You create a 10-foot radius shimmering sphere around you, which remains for the duration. The sphere absorbs and dissipates all forms of cosmic energies that have been manipulated from their normal state. Within the sphere, powers can't be activated, summoned creatures disappear, animated objects fall motionless, and even forge enhanced gear becomes mundane. Until the effect ends, the sphere moves with you, centered on you.

Esper powers and effects, except those created by a cypheos or core-bonded gear, are suppressed in the sphere and can't protrude into it. Points or slots expended to activate suppressed powers are consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

***Targeted Effects.*** Esper powers and effects, such as *beguile* and *fire lance*, that target a creature or an object in the sphere have no effect on that target.

***Areas of Effect.*** The area of another esper power or effect, such as *singularity*, can't extend into the sphere. If the sphere overlaps an area of effect, the part of the area that is covered by the sphere is suppressed. For example, the heat created by a *burn zone* is suppressed within the sphere, creating a gap in the firey flare if the overlap is large enough.

***Powers.*** Any active power or other esper power effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

***Forge Enhanced Items.*** The properties and powers of forge enhanced items are suppressed in the sphere. For example, an autopistol modded with a *firebrand* would function as a mundane autopistol while in the sphere.

A forge enhanced weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a forge enhanced weapon or a piece of enhanced ammunition fully leaves the sphere (for example, if you throw a forge enhanced throwing blade at a target outside the sphere), the enhancement of the item ceases to be suppressed as soon as it exits.

***Instant travel.*** Space fold and other teleportation effects fail to work in the sphere, whether the sphere is the destination or the departure point for such travel. A portal to another location or planet, as well as an opening to an extradimensional space such as that created by the *dimensional pocket* power, temporarily closes while in the sphere.

***Creatures and Objects.*** A creature or object summoned or created by an esper power temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

***Unraveling Effects.*** Esper powers and effects such as *unravel effect* have no effect on the sphere. Likewise, the spheres created by different *negation field* or *superior negation field* powers don't nullify each other.

## SUPERIOR OBFUSCATE

*Rank 4 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 1 minute

You bend light around a creature you touch making them invisible to others for the duration. Anything the target is wearing or carrying is also invisible as long as it is on the target's person.

## SUPERIOR STASIS FIELD

*Rank 5 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This power has no effect on automatons or constructs. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

***At Higher Ranks.*** When you use this power at rank 6 or higher, you can target one additional creature for each rank above 5. The creatures must be within 30 feet of each other when you target them.

### SURVEILLANCE MASK

*Rank 3 Metaphase Talent/ Forging Technique*

**Activation Time:** 1 action
**Range:** 20 feet
**Duration:** Concentration, up to 1 minute

You and up to five creatures of your choice within range become invisible to all electronic sensors and video surveillance for the duration. Any gear or items carried by the targets also become undetectable. The targets remain physically visible and can be seen with normal sight.

### SURVIVAL SUIT

*Rank 5 Alteration Talent/Forging Technique (C)*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 24 hours

This power creates an individual environmental force field for you and of up to eight willing creatures you can see within range. Each creature gains the ability to breathe in most atmospheric conditions, including toxic, corrosive, or underwater environments, as well as in areas with no air, such as a vacuum. Affected creatures also retain their normal mode of respiration and their movement remains restricted by their current environment.

In addition, affected creatures are immune to the effects of inhaled poisons and diseases and other harmful gases generated through mundane effects or esper powers. Affected creatures also don't have to make Constitution saving throws due to being in environments with extreme heat, cold, or atmospheric pressure.

### SWIFT MOTION

*Rank 1 Kinesis Talent*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 10 minutes

This power allows you to move at an incredible pace. When you activate this power, and then as a bonus action on each of your turns until the effect ends, you can take the Dash action.

### SYMBIONT MARK

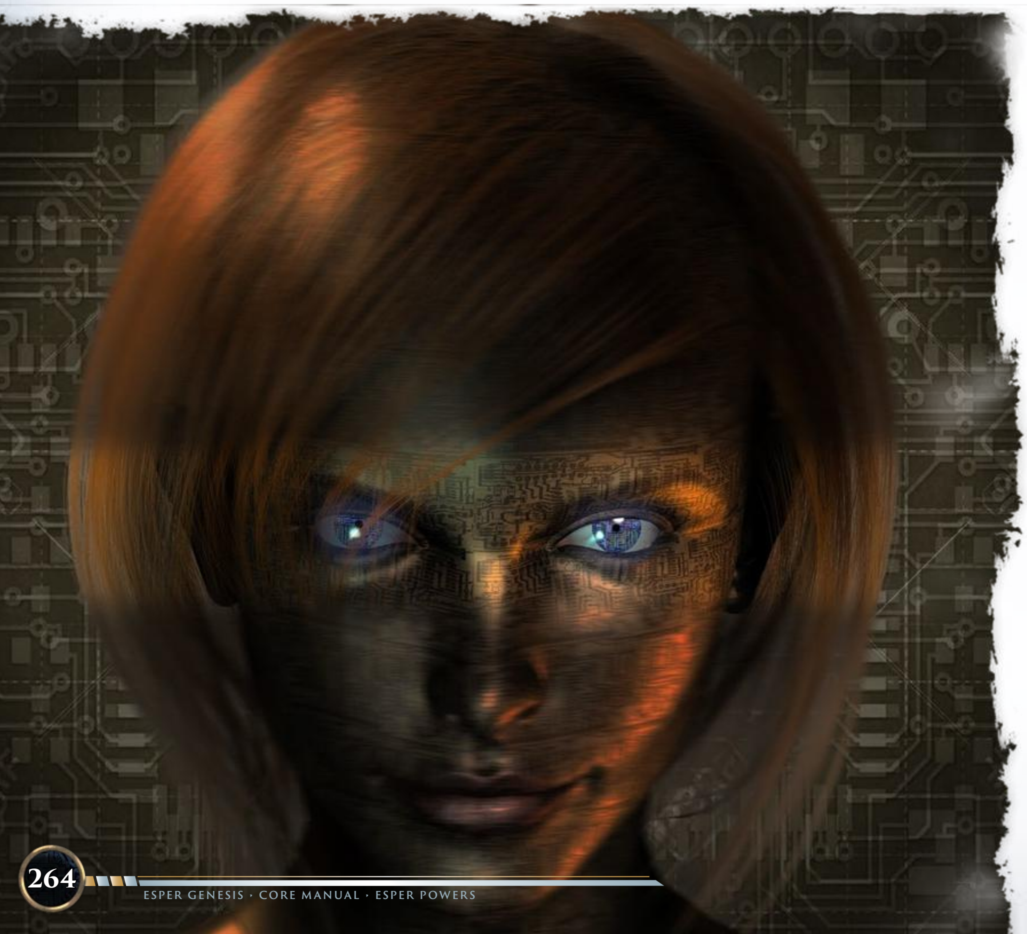
*Rank 1 Psychogenic Talent*

**Activation Time:** 1 bonus action
**Range:** 90 feet
**Duration:** Concentration, up to 1 hour

You place a psychic marker upon a creature that you can see within range. Until the effect ends, you deal an extra 1d6 psychic damage to the target whenever you hit it with an attack. Also, choose one ability when you activate this power. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before the effect ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Using a *restore pattern* on the target ends this power's effect early.



### SYNAPTIC RECOIL

*Rank 1 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You unleash a wave of psychic feedback upon one creature of your choice within range, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A creature with immunity to psychic damage automatically succeeds on the save.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the damage increases by 1d6 for each rank above 1.

## SYSTEM LOCK

*Rank 3 Clairsentient Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Until unraveled or dismissed

You place a security restriction upon any electronic data device that would normally need user input to access, such as a computer, datapad, recording unit, or information terminal. The device becomes blocked from access for the duration. You and the creatures you designate when you use this power can access the device normally. You can also set a password that, when spoken within 5 feet of the device, suppresses the effects of this power for 1 minute. Otherwise, it is inaccessible until the effect is unraveled or suppressed by powers such as *unravel effect*. Using the *black hat* power on the device suppresses the *system lock* for 10 minutes.

The device can also be hacked into with forge enhanced gear such as a *universal access device*. The DC to access the locked device is equal to your esper power save DC.

## TACTICAL DEFENSE ZONE

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** Self (30-foot radius)
**Duration:** Concentration, up to 1 minute

You launch micro drones carrying a transmission signal between you and your allies. They mark the position of allies within 30 feet of you and provides additional protection against the harmful effects of esper powers and abilities.

For the duration, each friendly creature in the area (including you) has advantage on saving throws against esper powers and other similar effects. Additionally, when an affected creature succeeds on a saving throw made against a power or supernatural effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

## TACTICAL SUPPORT ZONE

*Rank 3 Forging Technique*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 minute

You launch micro drones carrying a transmission signal between you and your allies. They mark the point of impact from an ally's attack and fire a laser beam at the same spot. Until the effect ends, the signal area moves with you, centered on you. While in the signal area, each nonhostile creature in the area (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.

## TARGET SCRAMBLER

*Rank 1 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Concentration, up to 10 minutes

You place a device on one willing creature. Until the effect ends, they become a blur to the targeting sensors of the AI often found in automatons and constructs.

Creatures of those types have disadvantage on attack rolls against the target. The target also can't be frightened or possessed by them. If the target is already frightened or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

## TELEKINESIS

*Rank 5 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 10 minutes

You gain the ability to move or manipulate creatures or objects by thought. When you use this power, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the power.

***Creature.*** You can try to move a Huge or smaller creature. Make an ability check with your channeling ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this power. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

***Object.*** You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this power.

If the object is worn or carried by a creature, you must make an ability check with your channeling ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this power.

You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, activating switches or buttons, or pouring the contents from a bottle.

## TELEPATHIC BOND

*Rank 5 Psychogenic Talent (C)*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration.

Creatures with Intelligence scores of 2 or less aren't affected by this power.

Until the effect ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance within the galaxy. Creatures in an extradimensional space cannot communicate with others outside of the space or vice versa.

### TELEPATHY

*Rank 8 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** 1 hour

You forge a telepathic link between yourself and a willing creature of your choice within range with which you are familiar. The effect ends if you or the target are no longer in the same galaxy.

Until the effect ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The power enables a creature with an Intelligence score of at least 1 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

### TEMPORAL FAULT

*Rank 3 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this power for the duration.

An affected target's speed is halved, it takes a −2 penalty to AC, and Dexterity saving throws (including Burst saves), and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or gear, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to use a power with an activation time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power's activation. If it can't, the power is wasted.

A creature affected by this power makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

### TEMPORAL DIVERGENCE

*Rank 7 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Until dismissed or unraveled

By means of this power, a willing creature or an object can be removed from the flow of space-time and preserved for the duration. When you activate this power and touch the target, it becomes invisible from all sensory detection and can't be targeted by clairsentient esper powers or detection effects created by esper powers or forge enhanced items.

In addition, the target falls into a state of suspended animation. Time ceases to flow for it, and it doesn't age. Creatures and mundane objects pass through the object as if it were not there.

You can set a condition for the effect to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 100 arc-binds" or "when the lorendi ship lands." This power's effect also ends if the target takes any damage.

### TEMPORAL STASIS

*Rank 9 Kinesis Talent*

**Activation Time:** 1 action
**Range:** Self.
**Duration:** Instant

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

The effect ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the effect ends if you move to a place more than 1,000 feet from the location where you activated this power.

### TERMINATE FUNCTION

*Rank 9 Alteration Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You attempt to cause one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the power has no effect.

### THROW

*Rank 4 Kinesis Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You alter the flow of gravity around a creature and attempt to hurl them to another location. Choose one creature within range and make a ranged channeling attack. On a hit, the target must make a Constitution saving throw, taking 6d6 force damage on a failed save, or half as much on a successful one. Creatures larger than the Large size category gain advantage to their save. In addition, on a failed save, you can forcibly lift and move the target, choosing from three different methods.

***Hurl.*** You hurl the target up to 15 feet into a wall or a solid object that is at least 5 feet wide and tall. Both the target and the object take 3d6 bludgeoning damage and the target is knocked prone.

***Launch.*** You launch the target up to 15 feet into another creature. The creature must make a Dexterity saving throw. On a failed save, both the target and the creature take 3d6 bludgeoning damage and are knocked prone. If the save is successful, neither take any damage. The initial target instead lands in any spot within five feet the creature and is knocked prone.

***Slam***. The target is pushed up to 20 feet in any direction and thrown to the floor, taking 3d6 bludgeoning damage and being knocked prone.

***At Higher Ranks.*** When you use this power at rank 5 or higher, both the initial damage and the additional damage increase by 1d6 for each rank above 4.

## TOWERING GUARDIAN

*Rank 5 Alteration Talent/Forging Technique*

**Activation Time:** 1 minute
**Range:** 90 feet
**Duration:** Concentration, up to 1 hour

You forge a mechanical protector. Choose an area within range with at least 10 cubic feet of metal or reinforced polymer, such as a ship's corridor, a starport hanger or a room filled with shipping containers. A guardian or another construct of challenge rating 5 or lower takes form in an unoccupied space within 10 feet of it.

The guardian disappears when it drops to 0 hit points or when the effect ends.

The guardian is friendly to you and your companions for the duration. Roll initiative for the guardian, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the guardian, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the guardian doesn't disappear. Instead, you lose control of the guardian, it becomes hostile toward you and your companions, and it might attack. An uncontrolled guardian can't be dismissed by you, and it dismantles and vanishes 1 hour after you summoned it.

***At Higher Ranks.*** When you use this power at rank 6 or higher, the challenge rating increases by 1 for each rank above 5.

## TOXIC BURST

*Rank 5 Forging Technique*

**Activation Time:** 1 action
**Range:** 300 feet
**Duration:** Concentration, up to 1 minute

You launch a micro-drone at a point you choose that you can see within range. The drone ejects a toxic gas, filling a 20-foot-radius sphere centered on that point. The gas spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 poison damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the sphere's area for the first time on a turn or ends its turn there.

***At Higher Ranks.*** When you use this power at rank 6 or higher, the damage increases by 1d10 for each rank above 5.

## TRACER STRIKE

*Rank 2 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this effect ends, the weapon is imbued with a proton charge. The target takes an extra 2d6 radiant and becomes visible if it's invisible. The target also sheds dim light in a 5-foot radius and can't become cloaked, intangible, or invisible until the effect ends.

## TRACKER DRONE

*Rank 2 Forging Technique (C)*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 hour

You forge a small surveillance drone with which you have a direct link (the GM has statistics for this creature). You can use your bonus action to command the drone to move in a certain direction or toward a particular area. For the duration, you can use the drone's sensors in two ways.

***Data Display.*** The drone transmits audio and video to a datapad of your choice that you are carrying. The transmission is mundane and susceptible to signal jamming or interference. While receiving information from the drone in this way, you have disadvantage to your own Wisdom (Perception) checks.

***Direct Display.*** You can use your action to receive sensory input directly from the drone's audio and visual sensors. This signal cannot be blocked, jammed, or intercepted in any way. While perceiving through the drone's sensors, you gain the benefits of any special senses possessed by the drone, though you are blinded and deafened to your own surroundings.

## TRACTOR BEAM

*Rank 4 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** 30 feet
**Duration:** Concentration, up to 1 minute

A small tractor beam drone appears in an unoccupied space of your choice that you can see within range. When you activate this power, you can direct the drone to fire its beam at a creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the drone.

Until the effect ends, you can direct the drone to fire again at the same creature or another one as a bonus action on each of your turns.

### Transmute Form

*Rank 4 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Concentration, up to 1 hour

This power transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The power has no effect on a shapeshifter or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, use powers, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

### Trauma

*Rank 1 Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** Instant

You cause a rupture to form on the creature's body. Make a melee forging attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

***At Higher Ranks.*** When you use this power at rank 2 or higher, the damage increases by 1d10 for each rank above 1.

### Treacherous Allies

*Rank 3 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 1 minute

You attempt to warp the perception of one creature you can see within range. The target must make an Intelligence saving throw. If the target is immune to being frightened, it automatically succeeds. On a failed save, the target sees their allies as a threat. Until the effect ends, the target regards all creatures it can see as enemies. At the end of each of its turns, the target can repeat the saving throw. The effect ends on a successful save.

## TRICK DOUBLE

*Rank 5 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or use an esper power.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

## TRICKY FINGERS

*Prime Kinesis Talent*

**Activation Time:** 1 action
**Range:** 30 feet.
**Duration:** 1 minute

You are able to generate a minor telekinetic effect at any point within range. For the duration of the talent, you can use your action to generate kinetic energy with a minor hand motion. You can command this energy to manipulate an object, open an unlocked door or container, pick up an item, pull a switch or lever, or pour the contents out of a jar.

You can only generate one effect at a time which will last only for the duration. You may not use this energy to attack, activate weapons or complex triggers, or carry more than 10 pounds.

## TRIGGER DEVICE

*Prime Metaphase Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet.
**Duration:** Concentration, up to 1 minute

You can supply or initiate the power source of one simple device within range. The device must be no larger than a 5-foot cube and is normally activated by a single switch or touch. Examples are a lighting panel, a mechanical fan, computer screen, door panel, or digital device. The extent is up to the full discretion of the GM.

Items in motion or worn by another creature cannot be targeted with this power. If the target has no available power source, you can supply power to the device for up to 1 minute.

## TRUESIGHT

*Rank 6 Clairsentient Talent*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 1 hour

This power gives a willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices hidden doors and portals masked by esper powers, and can see into pocket dimensions and spatial distortions, all out to a range of 120 feet.

## UNBREAKABLE ARMOR

*Rank 9 Kinesis Talent*

**Activation Time:** 1 action
**Range:** Self
**Duration:** Concentration, up to 10 minutes

You create a translucent suit of armor or protective gear around you in an appearance that you choose. The armor sheds dim light in a 5-foot radius. For the duration, you are immune to all damage.

## UNFETTER

*Rank 4 Kinesis Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 1 hour

You touch a willing creature and create a field of sustained gravity around it. For the duration, the target's movement is unaffected by difficult terrain, and other esper powers can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from mundane restraints, such as handcuffs, reinforced restraints, or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

## UNIVERSAL TRANSLATOR

*Rank 3 Clairsentient Talent/Forging Technique (C)*

**Activation Time:** 1 action
**Range:** Touch
**Duration:** 1 hour

You grant one creature the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

## UNRAVEL EFFECT

*Rank 3 Alteration Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Instant

Choose one creature, object, or esper created effect within range. Any effect generated by a talent or technique of Rank 3 or lower on the target ends. For each talent or technique of Rank 4 or higher on the target, make an ability check using your channeling ability. The DC equals 10 + the power's rank. On a successful check, the effect ends.

***At Higher Ranks.*** When you use this power at rank 4 or higher, you automatically end the effects of a talent or technique on the target if the power's rank is equal to or less than the rank you used for this power.

## VEILED OBSERVER

*Rank 4 Clairsentient Talent*

**Activation Time:** 1 action
**Range:** 30 feet
**Duration:** Concentration, up to 1 hour

You extend your senses, creating a small, orb-shaped ripple in a space within range that hovers in the air for the duration.

You mentally receive visual information from the orb, which has normal vision and darkvision out to 30 feet. The orb can display visuals in every direction.

As an action, you can move the orb up to 30 feet in any direction. There is no limit to how far away from you the orb can move, but it can't leave or enter a planet's orbit, nor can it leave a star system. A solid barrier blocks the orb's movement, but the eye can pass through an opening as small as 1 inch in diameter.

## VIRTUAL DISPLAY

*Prime Clairsentient Talent/Forging Technique*

**Activation Time:** 1 action
**Range:** 90 feet
**Duration:** Concentration, up to 1 minute

You can view the on-screen contents of any digital data display you can see within range. The information appears before you in a translucent image that only you can see. The effect ends whenever the target display is out of the power's range.

## VIRTUAL NAVIGATOR

*Rank 6 Forging Technique*

**Activation Time:** 1 minute
**Range:** Self
**Duration:** Concentration, up to 24 hours

You create a virtual display which only you can see that shows the shortest, most direct physical route to a specific fixed location that you are familiar with in the same star system as you. If you request a destination outside the star system, a destination that moves (such as a starship), or a destination that isn't specific (such as "the nearest cargo hold"), the power fails.

For the duration, as long as you are on the same star system as the destination, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

## VIRUS

*Rank 6 Forging Technique*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes. This power has no effect on automatons or constructs.

## VOLTAIC CHARGE

*Rank 1 Forging Technique*

**Activation Time:** 1 bonus action
**Range:** Self
**Duration:** Concentration, up to 1 minute

You imbue your weapons with charged electrical energy. Until the effect ends, your weapon attacks deal an extra 1d4 lightning damage on a hit.

## WARDED REFUGE

*Rank 6 Forging Technique (C)*

**Activation Time:** 1 bonus action
**Range:** 50 feet
**Duration:** 1 minute

You create a warded zone that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the *phase walk* power, to enter the area. The power proofs the area against extradimensional travel, and therefore prevents creatures from accessing the area by way of powers such as *intangible form*.

In addition, the power damages types of creatures that you choose when you activate it. Choose one or more of the following: automatons, constructs, netherants, primordials, and proteans. When a chosen creature enters the warded area for the first time on a turn or starts its turn there, they are assaulted with a barrage of laser or disruptor fire. The creature takes 5d10 radiant or necrotic damage (your choice when you activate this power).

When you activate this power, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the power.

The warded area can't overlap with the area of another *warded refuge* power.

## WARP HELIX

*Rank 5 Metaphase Talent*

**Activation Time:** 1 action
**Range:** Self (60-foot cone)
**Duration:** Instant

You unleash a coil of spatial distortion from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 force damage on a failed save, or half as much damage on a successful one.

***At Higher Ranks.*** When you use this power at rank 6 or higher, the damage increases by 1d8 for each rank above 5.

## WARP SPHERE

*Rank 6 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Instant

You create a spatial distortion at a point within range that quickly expands outward in a 60-foot-radius sphere. Each creature in that area must make a Constitution saving throw. A target takes 8d6 force damage on a failed save, or half as much damage on a successful one.

***At Higher Ranks.*** When you use this power at rank 7 or higher, the damage increases by 2d6 for each rank above 6.

## WARP STORM

*Rank 9 Metaphase Talent*

**Activation Time:** 1 action
**Range:** 5,000 feet
**Duration:** Instant

Bursts of deep space vacuum explode outward from four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 force damage and 20d6 cold damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one burst is affected only once.

The bursts also cause damage to structures and objects in the area that aren't being worn or carried.

## WITHERING GRIP

*Rank 3 Alteration Talent*

**Activation Time:** 1 action
**Range:** 60 feet
**Duration:** Instant

You unleash a bolt of antimatter from your hands at a target within range. Make a ranged channeling attack. On a hit, the target takes 4d8 necrotic damage and must make a successful Wisdom saving throw or become frightened of you until the start of your next turn.

***At Higher Ranks.*** When you use this power at rank 4 or higher, the damage increases by 1d8 for each rank above 3.

## WRITHING STORM

*Rank 8 Elemental Talent*

**Activation Time:** 1 action
**Range:** 150 feet
**Duration:** Concentration, up to 1 minute

You create a 20-foot radius writhing mass of electrical energy centered on a point you choose within range. The mass spreads around corners. It lasts for the duration until dismissed or unraveled. Its swirling, crackling area is filled with a dark mist, making it heavily obscured.

When the mass appears, each creature in it must make a Dexterity saving throw. A creature takes 10d8 lightning damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the power's area for the first time on a turn or ends its turn there.

The mass moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

## ZONE OF TERROR

*Rank 9 Psychogenic Talent*

**Activation Time:** 1 action
**Range:** 120 feet
**Duration:** Concentration, up to 1 minute

Drawing on the deepest fears of a group of creatures, you create phantom images in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The images call on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the effect ends for that creature.

# 12. The Galaxy

Esper Genesis is an ever-expanding setting within a vast galaxy filled with breathtaking worlds, mysterious locations, and galactic threats. Even after experiencing the wonders and exciting adventures that can be found within the Silrayne Arc, the undiscovered breadth of the galaxy and beyond awaits, each with its own story to tell.

## Time and Space

Across the stars, the concept of time and its passage varies greatly depending where in the galaxy you are and how fast you're going. Most major spacefaring societies in the galaxy keep both their own time, and a synchronized time that matches that of **Silrayne Prime**, considered to be the capital settlement of the galaxy (see "The Core Sectors" later in this chapter). This universal measurement allows for a shared method of communication and coordination when dealing with travelers, traders, and diplomats.

### Arc-Binds

Regardless of the various methods of time-keeping, one common occurrence shared by all species is the arc-bind. Between equal time measures, the Crucibles that run along the Silrayne Arc all resonate with each other, pulsing with a colorful light that lasts for the equivalent of one solar day on Silrayne Prime. It has yet to be determined what causes an arc-bind to occur, as even the dendus have yet to determine exactly how the Crucibles relate to each other. When discussing arc-binds as a measurement of time, the abbreviation "**AB**" is most often used.

#### Timekeeping in the Galaxy

In a futuristic setting, time and space are fluid, modified greatly in personal terms by speed and distance. For simplicity's sake, Esper Genesis continues to use the same system of time measurement that can be found in most other 5th Edition modern or fantasy settings. Although the terms "minute", "hour", or "a few seconds" may vary in definition between your sci-fi universe and modern day Earth or a fantasy world, the use of these terms provide a common and easy to understand way to measure travel, exploration, and combat. This also allows for easy and seamless genre integration should the GM design or use a different setting.

For calendar reference, an **arc-bind** is considered to be the equal to the passage of a year. There is an equivalence of 360 solar days that pass between each arc-bind. Optionally, the GM may decide to use local slang terms to define equal forms of measurement, for example referring to seconds as "ticks" or a solar day as a "cycle."

## The Infinite Expanse

Though there are a number of "known" star systems that have been discovered over the past few centuries, looking upon a recorded map of the galaxy will never do justice to its true size and scope. In fact, the galaxy has an estimated three hundred billion stars and anywhere between thirty billion to fifty billion star systems.

Not all star systems are inhabitable. Many of them are not. Some aren't even traversable without taking extraordinary measures. That still leaves many systems, including some inhabited ones, which have yet to be discovered. Even with modern day stardrives, survey drones, and the massive energies provided by the Crucibles, explorers and scholars have only scratched the surface of what is truly out there.

Even then, the galaxy is only one of about three trillion others, all within an infinitely expanding cluster of matter and energy that makes up the universe. Brave explorers have successfully reached other galaxies through anomalies such as the Eriadi and Keshite Rifts. Only few have returned to tell the tales of what lies beyond.

With so many different worlds come so many different environments and intelligent species of creatures living within them. There are hundreds of different races of beings, most indigenous to their current habitat without any form of space travel. Lack of technological advancements, however, does not necessarily make these remote systems any less dangerous.

### The Silrayne Arc

Though known to many scholars as **Aria's Wheel**, this galaxy has adopted a more commonly used name from the positioning of known solar systems that have been mapped over centuries. A group of major systems run along one of the major spiral arms of the galaxy. Each of these systems were one of the first to discover the mysterious Crucibles, later forming an alliance of trade, protection, and exploration between their peoples. The locations of these Crucibles, when viewed together on a galaxy map, form an arced pattern along the galactic arm. This is where the **Silrayne Arc** gets its name.

### Galactic Regions

With the discovery of more and more systems throughout the galaxy, celestial cartographers began dividing galactic areas into regions, starting with the central core and moving outward into the arms of the spiral. Each region contains a group of sectors defining the zones of control within that region.

The regions are defined as the **Core Sectors**, the **Inner Colonies**, the **Mid-Expanse**, and the **Rim Sectors**. There are still star systems that fall beyond these borders. These systems are officially recorded as the uncharted regions though amongst travelers, they're more commonly referred to as the outer zones.

## The Crucibles

Scattered across the galaxy, the Crucibles are remnants of an age that predates any in known history. Often the size of small moons, no Crucible is identical to another, but they do share similarities. Each one is generally spherical. Their surfaces are most often metallic in appearance but feel organic in texture.

The sorium energy within their cores is used to power almost all modern age ships, metropolitan cities, and space stations. They also serve as interstellar hubs, allowing starships to instantly jump from one Crucible to another. This method of travel has given spacefaring cultures the ability to explore vast regions of space at a hyper-accelerated rate.

# The Core Sectors

At the heart of the galaxy lies chaotic force of a supermassive black hole. This is the **Galactic Core**. Direct travel through the core is possible, though extremely dangerous, requiring massive amounts of energy and the ability to navigate through numerous anomalies and random fluctuations in gravity and space-time.

The nearby region of space around this center is what makes up the Core sectors. The primary system within that sector is the **Tessara Star System**, currently the most populated known system in the galaxy. It is said that the Tessara System is where the first Crucible in known history was discovered by a long dead race known as the Randii. Their descendants, the belare, still carry what little history they were able to recover from their forbearers.

A great many different races, societies, and organizations traverse through the Tessara System. The capital of this system is Silrayne Prime, a lush, green planet with towering spires and breathtaking landscapes.

The surrounding planets, though not entirely colonized, have become secondary homes to many of the major races, with many of their explorers settling upon nearby planets, moons, and stations for ease of trade and travel.

## Tessara and Silrayne Prime

Once simply known as Tessara 4, Silrayne Prime is not only the capital world of the Tessara System, it is also viewed by most of the major races as the capital of the entire galaxy. It has been over a thousand years since the system was engulfed in conflict and strife over control of the Crucible and its infinite power source. During the last major conflict around the orbit of Tessara 4, the most dominant of the forces resolved the conflict through diplomacy, signing a treaty that became known as the **Sorium Accords**.

Today, each of the allied races has an embassy located on the surface of the planet, where their representatives can meet, plan, and share information.

### The Bastion

Floating within the orbit of Silrayne Prime is the Bastion, a colossal city ship. Many people live, trade, and pass through the Bastion on a daily basis, from the most affluent of dignitaries to the mysterious, no-name drifters. It is also the primary operations center for the Conclave and their protectorate army.

### The Conclave

Each of the eight races of the Sorium Accord have representation in the ruling body known as the Grand Conclave, or simply, the Conclave. The head of this group, chosen by its members, holds the title of Magnate, and the remaining are known as Lords or Governors.

### Cotanka

The sixth planet in the Tessara System, Cotanka is a world of lush vegetation, vast oceans, and natural landscapes. Only a handful of cities have been established upon the planet's surface, each one built around a grand tower representing one of the elemental clans of the matokai.

There are also about a dozen settlements carefully carved out into the natural surroundings of key locations on each continent. These settlements house large groups of valna, establishing a secondary homeworld in honor of their home planet of Vaal.

The cities and settlements all work in unison to promote development and trade for their people. They refer to their partnership as the Primordial Union.

### The Silrayne Defenders

The Tessara System is well-guarded against threats from within and without. The **Silrayne Defense Force** is a group of trained military units, each with their own specialized area of defense.

### Siovalla

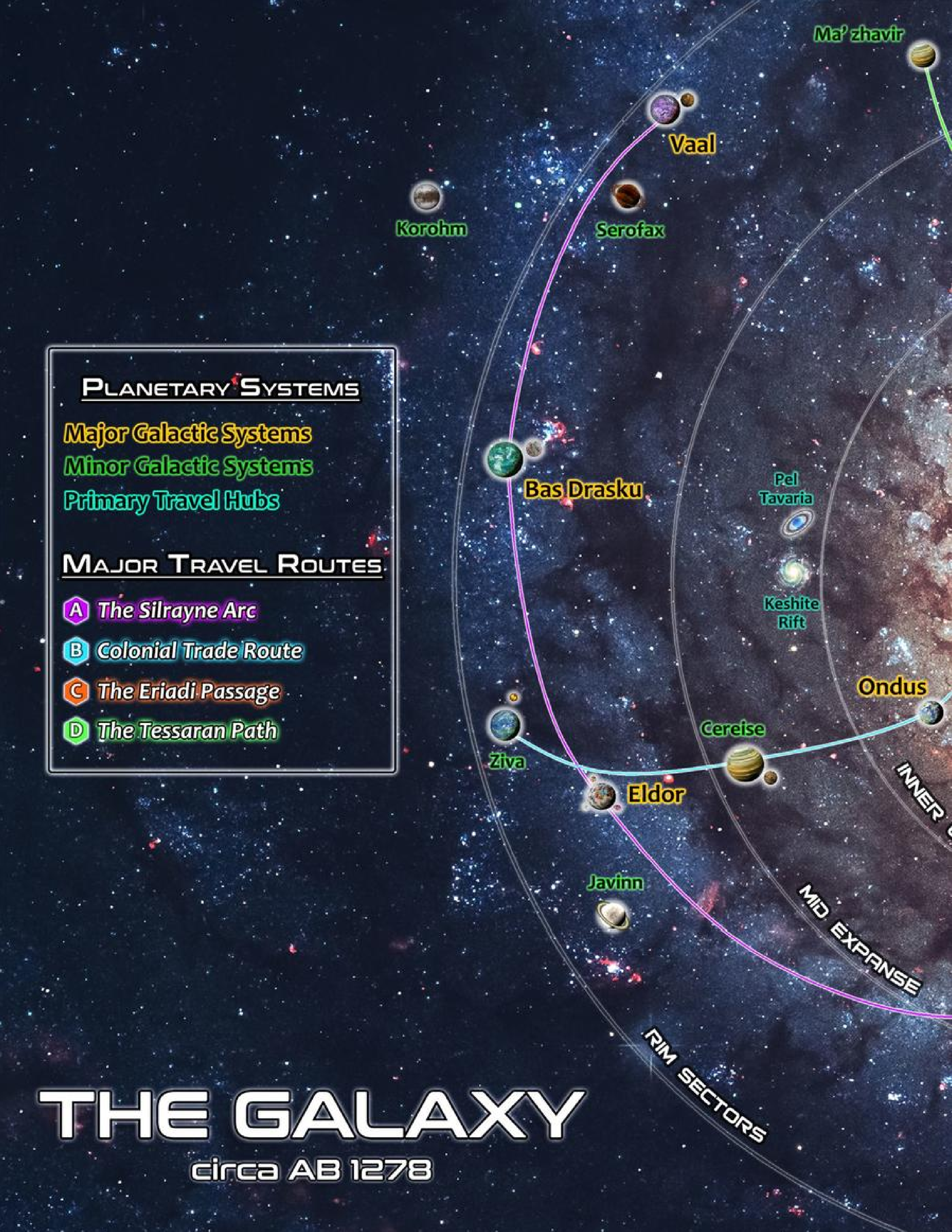
Also known as Tessara 3, this planet is mostly water with three major continental landmasses. The majority of one has been terraformed into a massive Earth colony, Eurus Alpha. At the center of the colony is one of Earth's largest pioneer space vessels, the Assurant.

On the opposite side of the planet, a number of eldori settlements and strongholds span the landscape while a grand eldori citadel, the Vivelia floats high in the skies above. Members and servants of the eldori diplomatic council make their homes here.

### Trikor Station

Though there are a few small trade stations scattered across the Tessara system, the largest trade hub is Trikor Station. Unlike the Bastion, which bears the Conclave's fairly strict regulations and law enforcement, Trikor is under no such jurisdiction, allowing free trade and travel from any location within the galaxy.

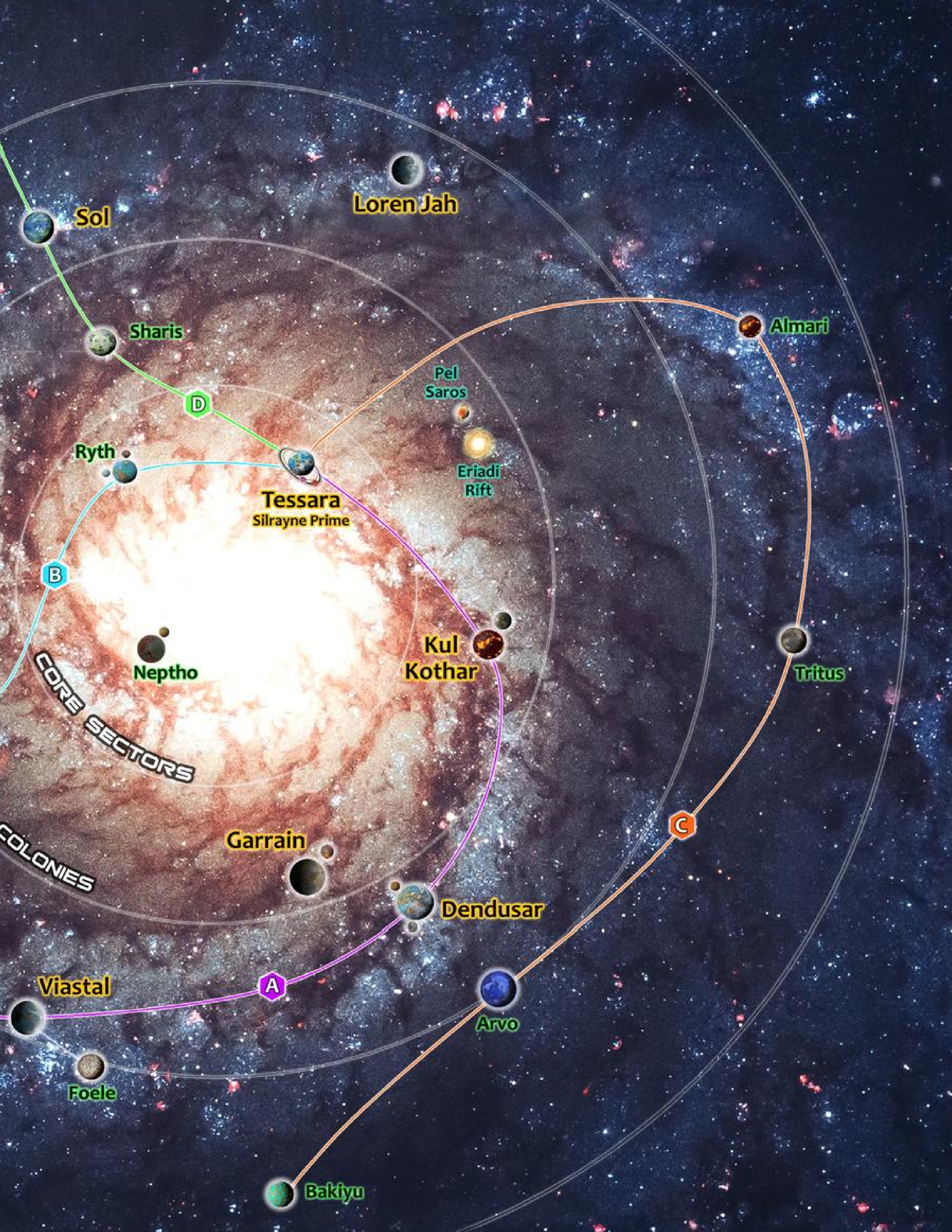
A number of galactic megacorporations have trade posts and supply bunkers within this station, each with their own security forces. Unfortunately, the station has also become a hub of activity for a number of gangs and organized crime factions.



# THE GALAXY

circa AB 1278

Ma' zhavir
Vaal
Korohm
Serofax
Bas Drasku
Pel Tavaria
Keshite Rift
Ondus
Cereise
Ziva
Eldor
Javinn
INNER
MID EXPANSE
RIM SECTORS
PLANETARY SYSTEMS
Major Galactic Systems
Minor Galactic Systems
Primary Travel Hubs
MAJOR TRAVEL ROUTES
A The Silrayne Arc
B Colonial Trade Route
C The Eriadi Passage
D The Tessaran Path


Sol
Loren Jah
Sharis
Almari
Pel
Saros
D
Ryth
Tessara
Silrayne Prime
Eriadi
Rift
B
Kul
Kothar
Tritus
Neptho
CORE SECTORS
COLONIES
Garrain
C
Dendusar
Viastal
A
Arvo
Foele
Bakiyu

## NEPTHO

Known to some as the "blighted star", this system is located on the very border of the galactic core itself. The star shares its name with the only planet that orbits it. Very little is known about the system, as very few who have dared to venture there have returned to tell tale. Travel within this area causes sensors, electronics, and various ship systems inexplicably die out. Those that do function attract the attention of various threats, such as shadow drakes and void ravagers.

The primary star casts a deep red glow, providing the slowly rotating planet Neptho with its occasional "days". Though the surface of Neptho is mostly barren, many creatures still reside both above and below ground, including veil reavers and the shadow velbast. Neptho also has a single moon. Known as Gilrem, the moon is rumored to hold one of the primary base of operations for the mysterious Shadow Technocracy.

## RYTH

Discovered a few hundred years after the establishment of the Accord, this system is the only colony in the Core that is part of the Sorium Accord. The entire system is rich in a multitude of highly valued resources. Ryth, in particular is rich in minerals used to produce Hadricite, a compound primarily used in construction of starship hulls and bulkheads.

Several megacorporations operate regularly out of this system, establishing a trade route between Ryth, Tessara, and the other galactic regions.Two, in particular, have established a great deal of control and influence in this sector of space. **Revosys**, originally known as the Revolution Systems Corp, manufactures weapons, armor, and defense systems for both starships and crew personnel. **Steigan-Zur** is the lead manufacturer of internal systems, engines, and containments for sorium stardrives.

### THE JOCALI SHIPYARDS

Jocali, one of the two moons of Ryth 2, is orbited by a ring of spacedocks and construction platforms, each connected by magnetic transport tubes that travel to and from the factories all along the moon's surface. It is overseen by a specialized group of scientists and technicians selected by the Lords of the Conclave.

### BALTRINE

Jocali's sister moon houses a military outpost for the Infinity Order. Not far from the outpost is Baltrine Hold, a prison complex that houses some of the more nefarious of the galaxy's criminals. The locals refer to this outpost as "Grim Spire."

# THE INNER COLONIES

Millions of stars span this sector of the galaxy. Though many have been catalogued within the Silrayne Intergalactic Matrix, most have yet to even be explored, leaving plenty of opportunities open for space expeditions and adventures into the unknown.

The few systems that have been colonized work very closely with Silrayne Prime regarding trade, travel, and resource production. Many consider the inner colony planets to be much like those in the core but with a bit less of the sleek, polished image that most see from the planets overseen by the Conclave.

## GARRAIN

Within recent years, a Crucible activated in this sector of space, the first in a long time. Discovered by an independent army known as the Free Protectorate, this large system has two suns, both of them extremely weak. Garrain Prime is one of five planetary bodies in the system. It is the closest to the Crucible and the only one easily reachable without resorting to hazardous travel. A great many conflicts have already arisen around the Crucible itself, with the Lorendi Imperium making regular attempts to claim the power source as their own.

With the discovery of this system came a wave of new threats and aberrations never before seen by the people of the galaxy. The largest of two huge asteroid fields house a collective of drakes while a nearby nebula is guarded by irradiant shapeshifters. In addition, a far off native settlement contained ruined structures that may have belonged to the Xamaron—an insectoid race that had long ago invaded and plundered the dendus homeworld.

### B'LYPHEL: THE SANCTUARY SHIP

A keshite starship named the B'lyphel can often be found wandering through nearby galactic sectors and colonial settlements. This massive ship can sometimes serve as a meeting place for the various races and groups that operate in dangerous areas such as Garrain.

It's primary purpose, however, is as a safe haven for large groups of kesh to share their experiences through the Great Renewal. The ship is overseen by **K'nth Ro-Mach**, a noble kesh sage who is also a member of the Silrayne Grand Conclave.

## KUL KOTHAR

Once a vibrant world of lush vegetation and millions of organic species, this planet was one of the greatest casualties of the Great Breach War. The defeat of Loren Kaisa caused a massive power surge from the Crucible, engulfing the entire planet. The resulting energy wave reduced one of the planet's moons to dust and consumed most of the energy from the planet itself, turning the surface of the Kul Kothar into a chaotic wasteland.

Today, the planet is mostly a dead rock, covered in vast deserts and rocky badlands. Several of the surviving species began to repopulate and rebuild. Many terraforming attempts have failed, as the environment is extremely unstable and use of esper powers are often accompanied with unforeseen consequences. Still, a few small trade colonies survive in the harsh conditions. These are relatively lawless regions, often attracting less savory elements of the galactic populace.

## ONDUS

The homeworld of the prometheans, Ondus was once known as Kalris 5, home to a small human colony amidst a chain of mining facilities scattered throughout the system. A little over a century ago, a Crucible was discovered within the Kalris system shortly after it had activated. Once the prometheans had fully separated from their human brethren, they settled on Ondus, terraforming the entire planet with massive bio-systems.

The planet itself can be particularly invasive toward visitors since the prometheans insist on a genetic survey of anyone visiting the Ondus directly. There are no exceptions, even for humans.

Ondus' Crucible has opened the system to major intergalactic trade and communication. The promethean-owned **Zephyr Corporation** is a leader in terraforming and bio-engineering, second only to the most skilled of dendus master technicians.

# THE MID-EXPANSE

With a high concentration of major planets and very few direct travel routes, getting around the mid-expanse can be a bit of a paradox. Actual travel is relatively easy, but every space station has stricter regulations and more thorough custom inspections. No one wants to lose the cradle of their own civilization on their watch. Ondus, for example, can be particularly invasive toward visitors since the prometheans insist on a genetic survey of anyone visiting the planet directly.

In this region, the influence of the Conclave is more founded in ideas and relationships, as the identity of each homeworld and its star system comes to the fore. Someone from the Core or the Inner Colonies may relish in learning more about the native homeworlds, while others may miss the more cosmopolitan aspect offered by the systems in the Core.

There are a new set of dangers as the locals not only expect a visitor to adapt and honor the traditions, but also have the political weight of being a Conclave member race. An uncommon event in the wrong place and time can cause diplomatic incidents. It's also easy to forget that while some species have certain tendencies, each homeworld has billions—if not trillions of residents, each made from groups of hundreds of different species. Not only can a visitor find many of their expectations of a major race debunked—they may also discover a surprising number of subcultures within.

## SOL

The origin of humanity, Earth is both the pride and the shame of humans, the youngest and yet one of the most populated of the major races. Pilgrims come to see their homeworld for the historic landmarks, as well as for the Seethes which remind them of both the folly of war and recklessness with their environment.

### EARTH

Earth, or Sol III depending on where the name is recorded, is still considered the primary homeworld of humankind, despite that there are more humans scattered across the galaxy than there are on the planet. After too many instances of fallout from conflicts over power and resources, only a few governmental bodies still function primarily on the planet. Meanwhile, much of the planet and its climate has been restored in most areas, while some remain vast wastelands that have come to be known as Seethes.

Amongst the nations that still push to rebuild the planet, many have partnered and received help from other races of the Arc, combining and adopting new technologies to form marvels such as the floating ring cities of Kenya, the multi-layered districts built over European Alliance, or the vast underground Sector networks beneath New York City and Tokyo.

### SPACE COLONIES

Though most of the original colonists left the system, a few of the major space colonies still thrive near Luna, Mars, and Venus. These include the independent citybase of Aerinth and the corporate-owned starbase cluster known as the Oracle Syndicate. **Eternis**, the corporation that revitalized and revamped the Silrayne Intergalactic Matrix, holds their main headquarters here.

## DENDUSAR

A haunting and beautiful world, no human settlement carries the same weight of years and gravitas as does the dendus homeworld. A visitor can see the rise and fall of no less than three stellar empires across the landscape. The resilience of these people resisting these empires can be found today in their songs, stories and the impressive Folas Tower.

Dendusar is the fourth planet from their sun and has two moons. One is the home of many of the older dendus clans who transitioned away during ongoing conflicts. The other is the grand technological achievement known as the Tahiba Foundry.

### TAHIBA FOUNDRY

This entire moon was terraformed into a network of factories and laboratories, each specializing in an aspect of science, and how the power of the Crucibles can be applied to each one. It was originally constructed as a production facility where the original ashenforged were designed during the Nesieve Conflict—the dawn of the Great Breach

War. Since then, scientists from many different regions come to the foundry for study and research.

There are rumors that secret interdimensional portals exist between Tahiba and Dendusar's Crucible, where a research city has been built deep within the artifact's core.

## LOREN JAH

Very little is known about the system or the systems surrounding it, for that matter. One walks very carefully in the star systems in the vicinity of Loren Jah, even though a traveler may never see weapon pointed at them. The Lorendi Imperium rules here, dominated by numerous powerful espers within their highly militant culture and society. As their reputation is common knowledge across the galaxy, they rarely need to intimidate others to get what they need. The weight of sheer power behind them means that even a mediocre Imperial lorendi officer can command the room. And those who actually have power, be it material or cosmic, can often become a force to be reckoned with.

Taking on the lorendi without a plan and at least two backup plans is a fool's gamble.

## VIASTAL

Few amongst the belare discuss Viastal with outsiders, nor do they visit as far as any other Conclave species know. Despite bearing the name of the system from ancient belare legend, it is neither a common transportation nor economic hub because it's a dead world. Some, though, think even referring to Viastal as a "world" is a disservice.

If there is any natural part of Viastal left, it's well hidden among the continent spanning machinery that makes up the majority of the planet. Several non-invasive scans confirm the structures also go miles down and maybe even deeper, making scientists wonder if the oceans of thick liquids are part of an inert cooling or lubricating system.

On the ground, one can find everything from elaborate clockwork designs to hyper-advanced technology that defies reverse engineering, all locked together in a miasma of tech – unless someone breaks off a piece. There are those who try to make a go of salvage on Viastal, but it's a gamble. The one working system, self-defense, seems to work almost randomly. While it seems safer to find artifacts in the lower levels as compared to the surface, there are still devious traps and sophisticated robot sentries to contend with. There are even rumors of walled areas that can pull out one's memories to create artificial experiences that go beyond any existing form of virtual reality and holo-sims.

## GALACTIC RIFTS

Two stable wormholes are located within the borders of the mid-expanse and the inner colonies. The Keshite Rift is named after the kesh peoples, whose endless journeys into the unknown prompted the discovery of

the wormhole. The Eriadi Rift is so named due to its proximity to the patrolled major space route, the Eriadi Passage. The rifts connect with each other allowing for easy travel to the other side of the Core. The journey is not without danger, however. Going off-route will often send you to a random part of the galaxy. Some say the rifts can lead to other galaxies. There have also been rumors of strange energy beings residing in the cosmic passage between the rifts.

### RIFT STATIONS

Near each rift is a space station the size of a small city. These two stations are extremely popular travel hubs, filled with an endless influx of travelers. Almost anything can be found or sold in either one, though each station functions differently from the other.

***Pel Saros.*** Primarily built by the eldori and matokai, this station is a popular destination for traders and suppliers bringing goods from the Core into the Rim sectors. Each station sector is maintained by megacorporations and the smaller corporations that operate beneath their umbrella. It carries its own security force, usually under partnership with the Silrayne Defenders.

***Pel Tavaria.*** Unlike Pel Saros, this station acts as an independent city. It orbits around the small planet Tavarus, the largest recreational playground in the galaxy. So many groups and organizations operate out of Pel Tavaria, it's difficult to know who is really in power. Underground trade is far more popular here, offering whatever is within the limits of one's imagination... for the right price.

### THE FREE PROTECTORATE

A loosely organized band of pirates, colonists, and traders recently combined to form a regional defense force against the various denizens and threats that come from the far reaches of the expanse, even into the outer zones. This Free Protectorate was founded by a young, stalwart promethean girl who calls herself the **Dread Lord Alia**. Though Alia has recently gained enough power and notoriety to be elected into the Silrayne Grand Conclave, she continues to keep the affairs of the remote regions of the galaxy independent from the regulatory reach of the Core planets.

## CEREISE

In the Cereise system there are only two inhabited planets. The gas giant, Cereise 2, is a popular spot for space miners who harvest both the unique gases that make up the planet's atmosphere, as well as the valuable ore that can be found within the asteroid fields nearby.

### GREENEYE

This small desert moon orbits far enough away from Cereise 2 to avoid the worst of the gas giant's background radiation, enough so that small reptiles and desert flora exists in the thick, but breathable atmosphere found at the bottom of several major craters.

At the bottom of one such crater lies the Greeneye Outpost, a starport and trading post for free traders in the sector. Often referred to as an oasis, the station is surrounded by water and vegetation on its sides within the deep crater. The area is a neutral ground for corporate traders traveling between the Core and outer zones, which often makes it and hub for gossip and intrigue. It boasts a thriving market is in the center of the crater and a strip of entertainment establishments known collectively as The Rack.

# THE RIM SECTORS

Millions of star systems span across the rim sectors of the galaxy with only a handful having been fully discovered and explored. Much of the Silrayne Arc runs along one of the major galactic arms and passes through these sectors near the galactic rim. The reach of the Conclave and the Sorium Accord is merely fleeting within this part of the expanse. This is offset by three of the Sorium Accord homeworlds residing here, each with their own laws yet maintaining a strong alliance when it comes to trade and defense.

## ELDOR

One of the oldest of the known major homeworlds, Eldor is the largest of three populated worlds in the Nesieve star system. One of its two moons is also the system's Crucible, whose initial activation started the chain reaction that brought about the reformation of the eldori peoples, as well as the birth of the Lorendi Imperium.

### SARINIA

This circular fortress city floats high above the surface of Eldor. Silver spires tower above the city center, housing the Eldori Council and its more prominent clan elders. In addition to the ruling council, an entire section of the city oversees the multitude of terraforming settlements spread across the planet's surface, all interconnected through a primary bio-systems hub.

## BAS DRASKU

The matokai homeworld is nothing short of elemental in nature. Each major continent is covered in a multitude of exotic land and seascapes populated with thousands of flora and fauna types, all completely unique from their neighboring landmasses. Beneath the oceans, aquatic species have established a collection of settlements spanning between the continents.

In the midst of each of the vast wildernesses are the major districts overseen by the ruling clans of the matokai. Within each district is a metropolis decorated with structures of stone, glass, and steel designed to blend with the region's natural landscape.

## VAAL

The valna homeworld is an intertwining labyrinth of jungles, forests, and mountains, separated by long streams of glowing waters. Many of the species that live on the surface are semi-empathic or telepathic, bringing a different form of complexity to the planet's circle of life and nature.

The most advanced of all the species, the valna tribes established cities and colonies across the planet, each dedicated to an elemental or bestial aspect of nature that represents each tribe.

### TWILIGHT LABYRINTH

Scattered throughout the various mountain regions across Vaal, primeval structures carved into the rock faces contain secret entrances leading into long, winding caverns that run deep beneath the planetary surface. The cavern walls and ceilings reflect light back in deep shades of dark blues and purples, all flecked with tiny sparkles that emanate a soft glow along the rocky surface. These caverns have yet to be fully explored, much less identified as to how or why they exist.

## BAKIYU

This star system only has one body large enough to be called a planet. Bakiyu is covered in mostly forests and jungles, most of which are either unexplored or rumored to harbor extremely dangerous wildlife.

***Arboryl.*** The planet has only one major settlement, a small starport and outpost called Arboryl. The natives of Arboryl are believed to be offshoots of the ancient nesieve. Though technologically capable, industrial development on their homeworld is kept to a minimum.

Though they trade horticultural goods, their primary trade is in the refined wood that comes from the planet's trees, which is supple, yet almost as strong as most refined metals. The method of harvesting of this wood is a closely guarded secret amongst the natives. Rumors persist between many traders that either the trees or the planet itself may be a living entity, but proof of such has yet to be discovered.

## ZIVA

This system was discovered by the eldori during their early days of space exploration. Ziva 3 has become one of the largest eldori colonies away from their homeworld, while Ziva 5 has become a natural habitat, built to support a multitude of lifeforms and visitors. The starbase on Ziva 5 is used as a common waypoint for those miners and explorers venturing out into the outer zones.

### LOST LEGACY

A matokai battle cruiser named Lost Legacy leads a fleet of outlaw ships that patrol the sectors around Ziva. Tales and rumors regarding this fleet vary greatly, identifying them as either ruthless criminals or galactic vigilantes. The only consensus amongst these rumors is the battle cruiser itself. It matches the unique build and specifications of a matokai prototype that vanished almost two centuries ago. The project name was Senrikat, loosely translated as "The Dauntless" in the Common language.

# THE OUTER ZONES

Beyond the border of the Rim sectors are the very outer reaches of the galaxy, where no travel routes have yet to be established. Strange phenomena, indescribable monsters, and cosmic enigma whose mysteries can't be solved with modern science—these are but a few things that come back with tales of these distant stars. Of the many that have traversed beyond the galactic border, only a handful return with both their lives and sanity intact.

### KOROHM

Waves of unstable energy surround this star system, creating packets of shifting electromagnetic storms throughout the system. Many of the storms appear as nebulae from a distance, but they can shift quickly from one area of space to the next, each one emanating quantum fluctuations that can cause catastrophic damage to unsuspecting ships.

Settlers have begun to build a small outpost on the moon of Korohm 7, the only habitable planet in the system. The planet itself is not easily reached, surrounded by two of the shifting electromagnetic storms in the area.

***Forge.*** An empty, yet mostly intact space station hovers in geosynchronous orbit around Korohm 7, connected by a transport tube that runs directly down to an ancient city on the planet's surface. The city, nicknamed Forge by the explorers who discovered it, is a technological marvel, bearing tall, spire-like structures made from the fusion of organic and inorganic material. In the center is a massive production facility that may have once been the center of the city's commerce and development. The area is surrounded by hydroponic domes containing various forms of flora.

With all of this, however, there is no identifiable language, records, or even a sign of what powers the city and station. The very few who have ventured far enough into the city's underground passages have never been seen or heard from again.

### THE UNIVERSE AND THE MULTIVERSE

The setting information provided in this chapter is primarily focused on providing a base setting from which the GM can build their campaign. In truth, the galaxy has millions of star systems that have yet to be discovered that may or may not even remotely connect to the Silrayne Arc or even the Crucibles themselves.

The cosmos that makes up the Esper Genesis universe holds a wealth of worlds, galaxies, alternate dimensions, and parallel universes limited only by your imagination. It's a brand new universe out there with an infinite number of heroic adventures within your reach.

## LIFE IN THE GALAXY

The vast majority of star systems and the societies within often deal with their own individual affairs. Even so, many of the spacefaring races either operate within or are a part of the Sorium Accords, vastly improving opportunities for trade, travel, and development. In recent times, more remote star systems have begun to welcome explorers coming out from the Core. Rarely do these erupt in conflict but disagreements between traveling spacefarers and more reclusive civilizations are not unheard of.

## THE GUARDIAN FACTIONS

Aside from the Silrayne Defense Force and the security forces of the major systems, many populated areas of the galaxy are patrolled and guarded by the Guardian Factions—independent organizations who strive to protect the galactic regions from potential threats while promoting their own ideals for advancement throughout the stars.

The factions include the Aetheron, Children of Aria, Infinity Order, Shadow Cipher, and Vashahar (factions are covered in detail in the *Crucible Corps Player's Guide*).

## THE MEGACORPORATIONS

Galactic trade comes in many forms with new innovations, discoveries, and businesses creating an ever-expanding market. There are a few corporations that have their hand in almost every form of major supply and demand throughout the galaxy. These **megacorporations** often oversee either the most popular or the most vital goods and services used by nearly all of the major galactic societies. There are currently ten of these conglomerates that bear the title of megacorp. Each one has a specialization they're known for (defined in the table below), along with a multitude of subsidiaries and partnerships operating beneath them.

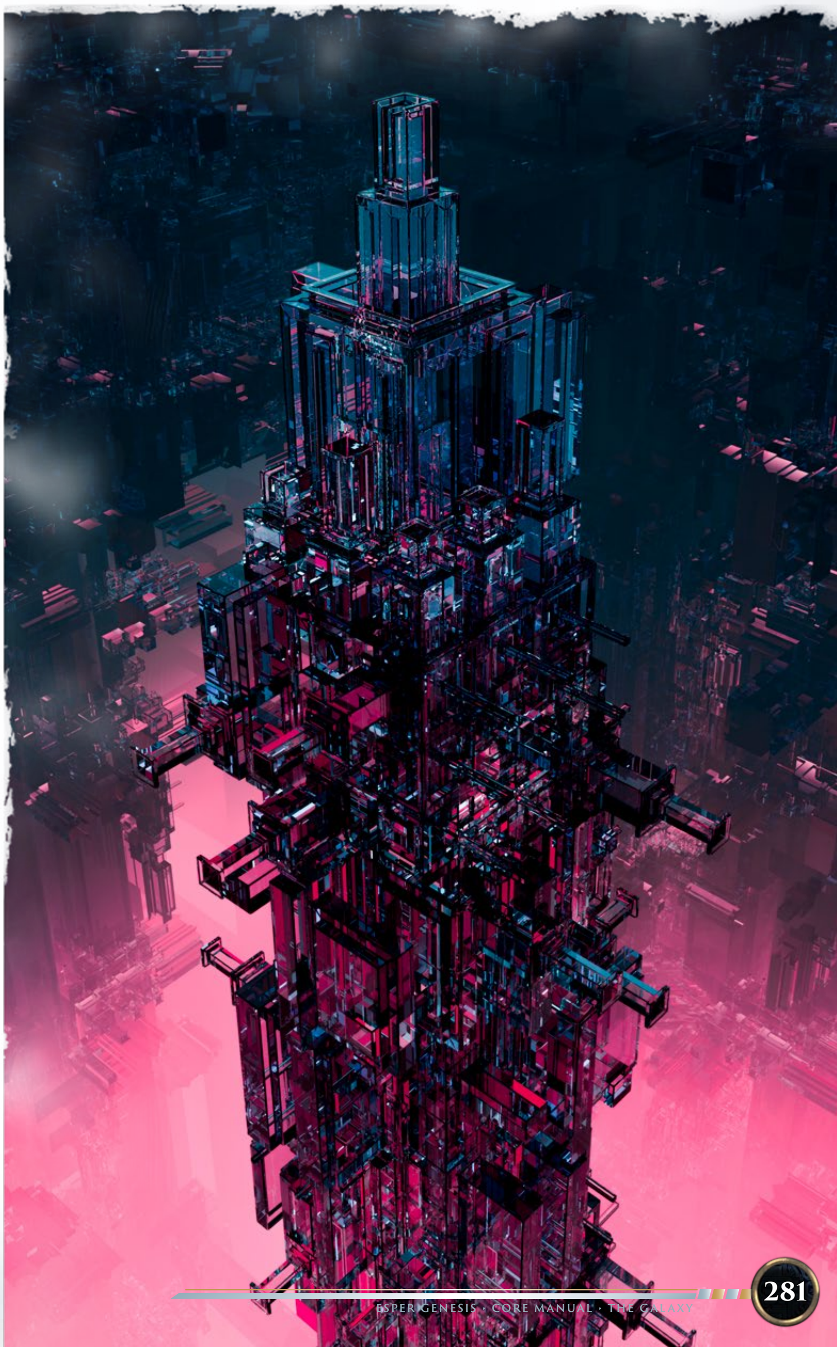
### GALACTIC MEGACORPORATIONS

| Name | Primary Focus |
|---|---|
| Altai Media | Media, entertainment, communications |
| Delta Phaeos | Clothing, foodstuffs, utilities |
| Eternis | SIMware, AI, electronics, software |
| Genifex | Heavy mining, shipping, energy |
| Ivodia Group | Travel, colonization, exploration |
| Novalon | Construction, development, agriculture |
| RevoSys | Military and starship weapons and defense |
| Selsia Corp | Medical, bio-technology, cybernetics |
| Steigan-Zur | Ship and vehicle design and construction |
| Zephyr Corp | Terraforming, bio-engineering, consumables |

## SILRAYNE INTERGALACTIC MATRIX

More commonly referred to as the **SIM**, this galactic data network is the primary hub for almost all communications, research, entertainment, and trading throughout the Silrayne Arc and several of its neighboring star systems. So long as you're in the Arc, almost anything with an electronic chip is linked to the SIM in some fashion.

The internal software structure and system of connections within the SIM are so vast, most who use it regularly view it as if it were its own universe. The billions of users who access the SIM can do so in a variety of ways. Some use data terminals or handheld devices. Many also choose to perform what's called a **SIM dive**—the act of linking your brainwaves directly into the network and navigating the virtual world with an avatar commonly referred to as a **persona**. Expanded details on exploring and interacting within the SIM are detailed in the *Master Technician's Guide*.



# APPENDIX A. CONDITIONS

CONDITIONS ALTER A CREATURE'S CAPABILITIES IN A VARIETY OF ways and can arise as a result of a power, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

## BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

## CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or esper power effects.
- The charmer has advantage on any ability check to interact socially with the creature.

## DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

## FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

## GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

## IMPAIRED

- An impaired creature's speed becomes 0, and it can't benefit from any bonus to its speed..
- The creature can't take any actions or reactions except for the Dodge action.
- The creature has disadvantage on Strength and Constitution saving throws.

## INCAPACITATED

- An incapacitated creature can't take actions or reactions.

## INVISIBLE

- An invisible creature is impossible to see without the aid of powers or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

## PARALYZED

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

## PETRIFIED

- A petrified creature is transformed, along with any mundane object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

## POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

## PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

## RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

## STUNNED

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

## UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

### EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

| Level | Effect |
|---|---|
| 1 | Disadvantage on ability checks |
| 2 | Speed halved |
| 3 | Disadvantage on attack rolls and saving throws |
| 4 | Hit point maximum halved |
| 5 | Speed reduced to 0 |
| 6 | Death |

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

# APPENDIX B. THREAT STATISTICS

ESPER POWERS AND CLASS FEATURES ALLOW CHARACTERS to create, summon, and control various creatures and constructs. Statistics for some of these are included here for quick reference. For detailed information on threats and stat blocks, see the *Threats Database*.

## ALPHALITE

*Medium automaton, neutral*

**Armor Class** 13 (armored frame)
**Hit Points** 22 (5d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 15 (+2) | 10 (+0) | 10 (+0) | 10 (+0) | 3 (-4) |

**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 10
**Languages** ALOMU, Common
**Challenge** 1 (200 XP)

### ACTIONS

***Stun Rod.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) bludgeoning damage. If the target is a creature other than an automaton or construct, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

***Light Pistol.*** *Ranged Weapon Attack*: +4 to hit, range 50/150 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

## ARMORED DRONE

*Medium construct, unaligned*

**Armor Class** 15 (reinforced armor)
**Hit Points** 16 (2d8 + 2)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 12 (+1) | 13 (+1) | 1 (-5) | 9 (-1) | 1 (-5) |

**Skills** Athletics +4
**Damage Immunities** poison
**Condition Immunities** charmed, frightened, exhaustion, poisoned
**Senses** passive Perception 9
**Languages** —
**Challenge** 1/4 (50 XP)

***Charge.*** If the drone moves at least 20 feet straight toward a target and then hits it with a ram spike attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

### ACTIONS

***Ram Spike.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

***Rifle Mount.*** *Ranged Weapon Attack*: +3 to hit, range 50/150 ft., one target. *Hit*: 6 (1d10 + 1) piercing damage.

## ASMELEAS

*Large beast, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 19 (3d10 + 3)
**Speed** 50 ft.

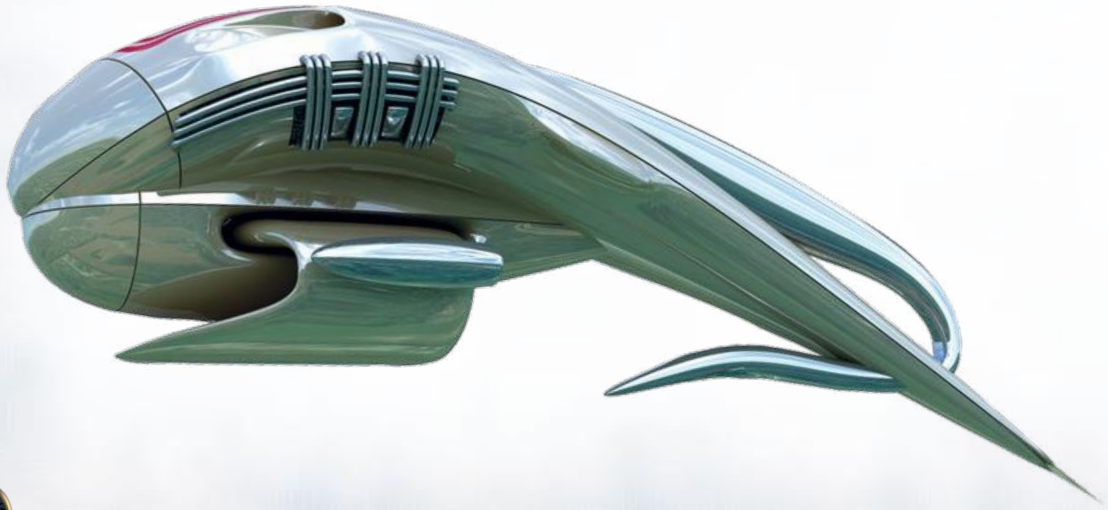
| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 12 (+1) | 12 (+1) | 2 (-4) | 10 (+0) | 6 (−2) |

**Senses** passive Perception 10
**Languages** —
**Challenge** 1/4 (50 XP)

### ACTIONS

***Bite.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

Asmaleas is a tall canine-like beast with an elongated neck and snout. They are mostly solitary and often aggressive toward any who venture near their nests.



## Bit Drone

*Tiny construct, unaligned*

**Armor Class** 14 (armored frame)
**Hit Points** 5 (2d4)
**Speed** 10 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (-4) | 15 (+2) | 10 (+0) | 11 (+0) | 12 (+1) | 10 (+0) |

**Skills** Perception +3, Stealth +6
**Damage Immunities** poison
**Condition Immunities** charmed, frightened, exhaustion, poisoned
**Senses** infravision 90 ft., passive Perception 13
**Languages** —
**Challenge** 1/4 (50 XP)

***Flyby.*** The drone provokes no opportunity attacks when it flies out of an enemy's reach..

### Actions

***Pincer.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

***Poison Spike.*** *Ranged Weapon Attack*: +4 to hit, range 60/120 ft., one target. *Hit*: 1 piercing damage and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

***Stealth Mode.*** The drone turns invisible until it attacks or until its concentration ends. Anything the invisible drone is carrying or wearing is invisible as long as it remains in contact with the drone.

## Blade Drone

*Medium construct, unaligned*

**Armor Class** 13 (armored frame)
**Hit Points** 13 (3d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 14 (+2) | 10 (+0) | 1 (-5) | 11 (+0) | 1 (-5) |

**Skills** Perception +2
**Damage Immunities** poison
**Condition Immunities** charmed, frightened, exhaustion, poisoned
**Senses** passive Perception 12
**Languages** —
**Challenge** 1/8 (25 XP)

### Actions

***Scythe Blade.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) slashing damage.

***Gun Mount.*** *Ranged Weapon Attack*: +4 to hit, range 50/150 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

# Bonded Companions

These creatures are companions forged from an extension of an esper's essence and usually created by the use of *bonded companion* or a similar power.

## Varied Stats

When a companion is created, it begins with a base stat block (as shown below) which is modified by the esper at the time of creation.

### Companion Form

The creature's form is most often a commonly known animal or beast of the esper's choosing. When the form is chosen, the creator also chooses the form of the creature's natural weapon (claws, bite, beak, or similar feature depending on the beast's form). At the GM's discretion, the damage type of the natural weapon can be changed to bludgeoning or slashing.

### Movement Type

In addition to ground movement, the creature can one additional type of movement with a speed of 40 ft., chosen from climb, fly, or swim.

### Additional Features

Upon creation, a companion gains one of the following special features:

***Amphibious.*** The companion can breathe air or water. The creature must be able to swim to gain this feature.

***Darkvision.*** The companion gains darkvision at a range of 60 feet.

***Flyby.*** The companion provokes no opportunity attacks when it flies out of an enemy's reach. The creature must be able to fly to gain this feature.

***Keen Hearing.*** The companion has advantage on Wisdom (Perception) checks that rely on hearing.

***Keen Sight.*** The companion has advantage on Wisdom (Perception) checks that rely on sight.

***Keen Smell.*** The companion has advantage on Wisdom (Perception) checks that rely on smell.

***Spider Climb.*** The companion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. The creature must be able to climb to gain this feature.

## Bonded Companion

*Tiny (protean or netherant), neutral*

**Armor Class** 12
**Hit Points** 2 (1d4)
**Speed** 40 ft. + special

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 5 (-3) | 15 (+2) | 10 (+0) | 4 (-3) | 12 (+1) | 6 (-2) |

**Skills** Perception +3, Stealth +4
**Senses** passive Perception 13
**Languages** —
**Challenge** 1/8 (25 XP)

### Actions

***Natural Weapon.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

## Cirrus Mecharoid

*Large automaton, neutral*

**Armor Class** 11 (armored frame)
**Hit Points** 60 (8d10 + 16)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 8 (-1) | 14 (+2) | 6 (-2) | 10 (+0) | 5 (-3) |

**Skills** Athletics +5, Perception +2
**Damage Immunities** poison, psychic
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
**Senses** darkvision 120 ft., infravision 60 ft., passive Perception 12
**Languages** Common, ALOMU
**Challenge** 3 (700 XP)

### Actions

***Multiattack.*** The mecharoid makes two melee attacks or two ranged attacks.

***Disruptor Blades.*** *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: 10 (2d6 + 3) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become wounded. The wounded target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the wound reduces the target's hit point maximum to 0, the target dies and its body disintegrates within one hour. The wound persists until removed by *restore pattern* or similar effect.

***Arm Cannon.*** *Ranged Weapon Attack*: +5 to hit, range 60/300 ft. one target. *Hit:* 9 (1d12 + 3) piercing damage.

***Pulse Charge (Recharge 6).*** The mecharoid fires a pulse beam at one target it can see within 60 ft. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be knocked prone. If the target fails the saving throw by 5 or more, it is also stunned until the end of the mecharoid's next turn. If the target is a vehicle or a construct, it must succeed on the saving throw or become impaired until the end of the mecharoid's next turn. If the target fails the saving throw by 5 or more, it instead becomes paralyzed for the same duration.

## Darmavian Lizard (Aragell)

*Large beast, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 52 (7d10 + 14)
**Speed** 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 13 (+1) | 14 (+2) | 7 (-2) | 12 (+1) | 5 (-3) |

**Skills** Perception +3, Stealth +3
**Damage Resistances** cold
**Damage Immunities** poison
**Condition Immunities** poisoned, exhausted
**Senses** passive Perception 13
**Languages** —
**Challenge** 2 (450 XP)

***Pack Tactics.*** The aragell has advantage on an attack roll against a creature if at least one of the aragell's allies is within 5 feet of the creature and the ally isn't incapacitated.

***Pounce.*** If the aragell moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the aragell can make one bite attack against it as a bonus action.

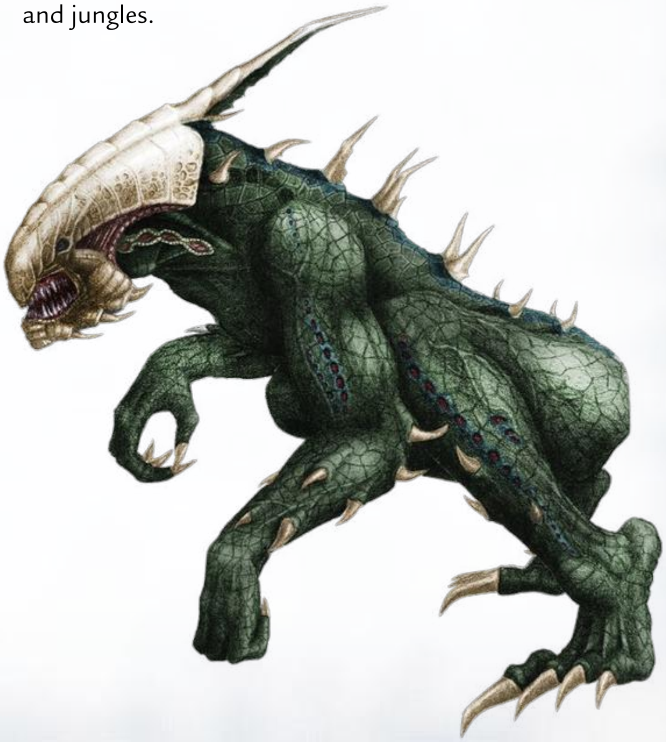
### Actions

***Multiattack.*** The aragell makes two claw attacks or one claw and one bite attack.

***Bite.*** *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

***Claw.*** *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Also called aragells, darmavian lizards are four legged scaled creatures with long limbs and a sharp fin-shaped horn atop a wide head. They are often domesticated for use as mounts in planets with an abundance of deserts and jungles.



## FORGED CONSTRUCT

*Medium construct, unaligned*

**Armor Class** 14 (armored frame)
**Hit Points** 19 (3d8 + 6)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 14 (+2) | 15 (+2) | 6 (−2) | 8 (−1) | 5 (−3) |

**Damage Vulnerabilities** cold
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 9
**Languages** one determined by its creator, usually Common
**Challenge** 1/4 (50 XP)

***Sorium Armaments.*** The constuct's weapon attacks are considered to be forging attacks, bypassing any defenses that grant resistances to mundane weapons.

### ACTIONS

***Blade Attachment.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

***Arm Pistol.*** *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

## GAMAROID

*Medium construct, unaligned*

**Armor Class** 18 (armored frame)
**Hit Points** 39 (6d8 + 12)
**Speed** 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 16 (+3) | 15 (+2) | 7 (−2) | 10 (+0) | 5 (−3) |

**Skills** Athletics +6, Perception +2
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** infravision 60 ft., passive Perception 12
**Languages** Common, ALOMU
**Challenge** 2 (450 XP)

***Multi-unit Defense.*** The gamaroid has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a functioning gamaroid ally.

***Shielded Circuits.*** The gamaroid has advantage on saving throws against esper powers, as well as to resist becoming impaired or paralyzed.

### ACTIONS

***Multiattack.*** The gamaroid makes two melee or two ranged attacks.

***Blade Attachment.*** *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage.

***Micro-Autocannon.*** *Ranged Weapon Attack*: +5 to hit, range 80/400 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## PHASE BEAST

*Medium beast, unaligned*

**Armor Class** 13
**Hit Points** 22 (4d8 + 4)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 12 (+1) | 17 (+3) | 12 (+1) | 10 (+0) | 13 (+1) | 11 (+0) |

**Skills** Perception +3, Stealth +5
**Senses** passive Perception 13
**Languages** —
**Challenge** 1/4 (50 XP)

***Chameleon Skin.*** The phase beast has advantage on Dexterity (Stealth) checks made to hide.

***Keen Hearing and Smell.*** The phase beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

***Bite.*** *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage.

***Teleport (Recharge 5-6).*** The beast teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the beast can make one bite attack.

## PYAGARK

*Small monstrosity, unaligned*

**Armor Class** 12 (natural armor)
**Hit Points** 27 (6d6 + 6)
**Speed** 20 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 15 (+2) | 12 (+1) | 7 (-2) | 13 (+1) | 5 (-3) |

**Senses** passive Perception 11
**Languages** —
**Challenge** 1/2 (100 XP)

***Ambusher.*** The pyagark has advantage on attack rolls against any creature it has surprised.

***Flyby.*** The The pyagark doesn't provoke an opportunity attack when it flies out of an enemy's reach .

***Keen Sight and Smell.*** The pyagark has advantage on Wisdom (Perception) checks that rely on sight and smell.

***Mimicry.*** The pyagark can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

### ACTIONS

***Bite.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., *one target. Hit*: 5 (1d6 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Power Sprite

*Tiny protean, neutral*

**Armor Class** 13
**Hit Points** 7 (3d4)
**Speed** 40 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 5 (-3) | 17 (+3) | 10 (+0) | 4 (-3) | 12 (+1) | 10 (+0) |

**Skills** Stealth +5
**Damage Resistances** fire, lightning, radiant; bludgeoning, piercing, and slashing from mundane weapons
**Condition Immunities** charmed, frightened, exhaustion, poisoned
**Senses** blindsight 60 ft., passive Perception 11
**Languages** —
**Challenge** 1/4 (50 XP)

***Esper Resistance.*** The power sprite has advantage on saving throws against esper powers and other supernatural effects.

***Incorporeal Movement.*** The power sprite can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d6) force damage if it ends its turn in side an object.

### Actions

***Shock.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) lightning damage.

***Sprite Beam.*** *Ranged Weapon Attack*: +4 to hit, range 60/120 ft., one target. *Hit*: 5 (1d4 + 3) force damage.

***Invisibility.*** The power sprite turns invisible until it attacks or until its concentration ends. Anything the invisible power sprite is carrying or wearing is invisible as long as it remains in contact with the power sprite.

## Durasteel Mecharoid

*Large automaton, neutral*

**Armor Class** 19 (armored frame)
**Hit Points** 114 (12d10 + 48)
**Speed** 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 11 (+0) | 19 (+4) | 10 (+0) | 12 (+1) | 8 (-1) |

**Skills** Computers +3, Perception +4
**Damage Immunities** poison, psychic
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** darkvision 120 ft., infravision 60 ft., passive Perception 14
**Languages** Common, ALOMU
**Challenge** 5 (1,800 XP)

***Charging Attack.*** If the mecharoid moves at least 20 feet straight toward a creature and hits it with a slam attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the mecharoid can make one kick attack against it as a bonus action.

### Actions

***Kick.*** *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

***Slam.*** *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

***Spike Launcher.*** *Ranged Weapon Attack*: +8 to hit, range 40/120 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

***Shockwave (Recharge 5-6).*** The mecharoid unleashes a spiral of crackling, high-voltage energy in a 30-foot cone. Each target in that area must make a DC 15 Constitution saving throw, taking 22 (5d8) lightning damage on a failed save or half as much on a successful one. In addition, a creature that fails their save is stunned until the end of their next turn.

## REISA GUARDIAN

*Huge construct, unaligned*

**Armor Class** 13 (armored frame)
**Hit Points** 105 (10d12 + 40)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 21 (+5) | 9 (-1) | 19 (+4) | 6 (-2) | 10 (+0) | 6 (-2) |

**Skills** Perception +3
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, frightened, impaired, paralyzed, petrified, poisoned
**Senses** darkvision, 60 ft., passive Perception 13
**Languages** understands Common but can't speak
**Challenge** 5 (1,800 XP)

### ACTIONS

***Multiattack.*** The guardian makes two claw attacks..

***Claw.*** *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 5) slashing damage.

***Laser Blast.*** *Ranged Weapon Attack*: +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) radiant damage.

## REISA WAR-BOT

*Huge construct, unaligned*

**Armor Class** 14 (armored frame)
**Hit Points** 138 (12d12 + 60)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 14 (+2) | 20 (+5) | 8 (-1) | 10 (+0) | 6 (-2) |

**Skills** Perception +2
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, frightened, impaired, paralyzed, petrified, poisoned
**Senses** darkvision 60 ft., passive Perception 12
**Languages** understands Common but can't speak
**Challenge** 6 (2,300 XP)

***Poor Maneuverability.*** The war-bot's size and speed limits its range of attacks. If it moves more than 5 feet during its turn, its multiple attacks are limited to targets that are within 30 feet of each other.

### ACTIONS

***Multiattack.*** The war-bot makes two punch attacks or two autocannon attacks.

***Punch.*** *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 19 (3d8 + 6) bludgeoning damage.

***Autocannon.*** *Ranged Weapon Attack*: +5 to hit, range 70/210 ft., one target. *Hit*: 15 (3d8 + 2) piercing damage.

***Blade Launcher.*** *Ranged Weapon Attack*: +9 to hit, range 50/150 ft., one target. *Hit*: 28 (4d10 + 6) piercing damage.

## RIDING HORSE

*Large beast, unaligned*

**Armor Class** 10
**Hit Points** 13 (2d10 + 2)
**Speed** 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 10 (+0) | 12 (+1) | 2 (-4) | 11 (+0) | 7 (-2) |

**Senses** passive Perception 10
**Languages** —
**Challenge** 1/4 (50 XP)

### ACTIONS

***Hooves.*** *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) bludgeoning damage.

## SENTIENT PLANT

*Small plant, unaligned*

**Armor Class** 9
**Hit Points** 10 (3d6)
**Speed** 20 ft.

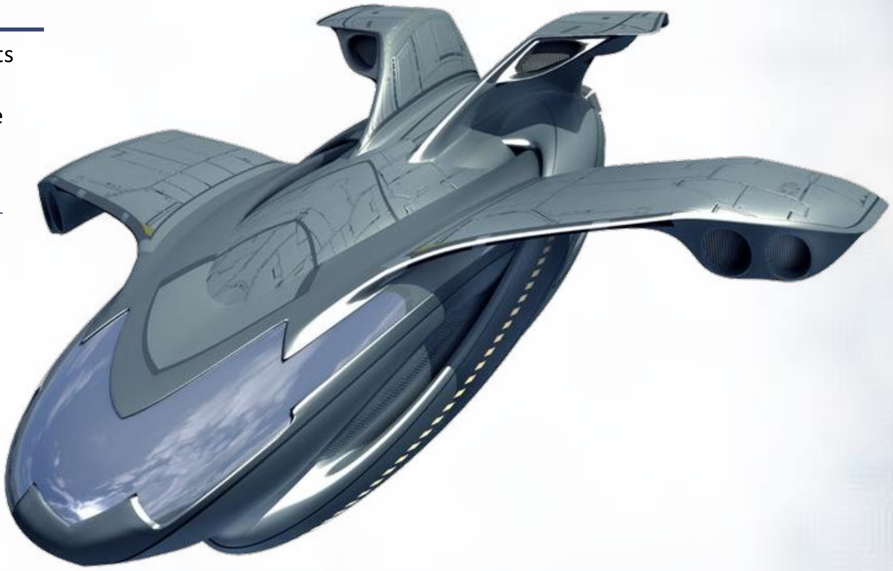
| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 3 (−4) | 8 (−1) | 11 (+0) | 10 (+0) | 10 (+0) | 6 (−2) |

**Damage Vulnerabilities** fire
**Damage Resistances** piercing
**Senses** passive Perception 10
**Languages** can communicate with other sentient plants
**Challenge** 0 (10 XP)

***False Appearance.*** While the flora remains motionless, it is indistinguishable from a normal shrub or other small plant commonly found in its current location.

### ACTIONS

***Rake.*** *Melee Weapon Attack*: +1 to hit, reach 5 ft., one target. *Hit*: 1 (1d4 − 1) slashing damage.



## SENTIENT TREE

*Large plant, unaligned*

**Armor Class** 13 (natural armor)
**Hit Points** 59 (7d12 + 14)
**Speed** 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 6 (-2) | 15 (+2) | 10 (+0) | 10 (+0) | 7 (–2) |

**Damage Vulnerabilities** fire
**Damage Resistances** bludgeoning, piercing
**Senses** passive Perception 10
**Languages** any one depending on world of origin, plus can communicate with other sentient plants
**Challenge** 2 (450 XP)

***False Appearance.*** While the topiary remains motionless, it is indistinguishable from a normal tree or large plant commonly found in its current location.

### ACTIONS

***Slam.*** *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 14 (3d6 + 4) bludgeoning damage.

## SPYDER

*Tiny netherant, chaotic neutral*

**Armor Class** 13 (natural armor)
**Hit Points** 7 (3d4)
**Speed** 20 ft., climb 40 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (-2) | 15 (+2) | 10 (+0) | 11 (+0) | 14 (+2) | 10 (+0) |

**Skills** Perception +4, Stealth +6
**Damage Resistances** cold, fire, necrotic; bludgeoning, piercing, and slashing from mundane weapons
**Condition Immunities** charmed, frightened, exhaustion, poisoned
**Senses** darkvision 120 ft., passive Perception 14
**Languages** Umbriss
**Challenge** 1/4 (50 XP)

***Esper Resistance.*** The spyder has advantage on saving throws against esper powers and effects.

***Incorporeal Movement.*** The spyder can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d6) force damage if it ends its turn in side an object.

***Spider Climb.*** The spyder can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

***Pincer.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 1 necrotic damage. If the target is a creature, it must succeed on a Constitution saving throw or take 7 (2d6) necrotic damage and can't take reactions until the start of the spyder's next turn.

***Disruption Beam.*** *Ranged Weapon Attack*: +4 to hit, range 60/120 ft., one target. *Hit*: 5 (1d4 + 3) necrotic damage.

***Invisibility.*** The spyder turns invisible until it attacks or its concentration ends. Anything the invisible spyder is carrying or wearing is invisible as long as it remains in contact with the spyder.

## STRIKE DRONE

*Small construct, unaligned*

**Armor Class** 13 (armored frame)
**Hit Points** 11 (2d6 + 4)
**Speed** 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 9 (-1) | 15 (+2) | 14 (+2) | 1 (-5) | 11 (+0) | 1 (-5) |

**Skills** Acrobatics +4
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** passive Perception 10
**Languages** —
**Challenge** 1/4 (50 XP)

***Flyby.*** The drone doesn't provoke opportunity attacks when if flies out of an enemy's reach.

### ACTIONS

***Charged Wingblade.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 1 slashing damage plus 7 (2d6) lightning damage.

***Gun Mount.*** *Ranged Weapon Attack*: +4 to hit, range 60/180 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

## SUPPLY DRONE

*Medium construct, unaligned*

**Armor Class** 12 (armored frame)
**Hit Points** 19 (3d8 + 6)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 13 (+1) | 14 (+2) | 1 (-5) | 14 (+2) | 1 (-5) |

**Skills** Medicine +4
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** passive Perception 12
**Languages** —
**Challenge** 1/4 (50 XP)

***Internal Storage.*** The drone can hold additional gear and is considered to be a Large creature for the purpose of determining its carrying capacity.

***Terrain Adaptability.*** The drone ignores difficult terrain while moving.

### ACTIONS

***Electro-prod.*** *Melee Weapon Attack*: +3 to hit, reach 10 ft., one target. *Hit*: 1 bludgeoning damage plus 5 (2d4) lightning damage.

***Gun Mount.*** *Ranged Weapon Attack*: +3 to hit, range 60/180 ft., one target. *Hit*: 5 (1d8 + 1) piercing damage.

## SURVEILLANCE DRONE

*Small construct, unaligned*

**Armor Class** 13 (armored frame)
**Hit Points** 16 (3d6 + 3)
**Speed** 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 7 (-2) | 16 (+3) | 13 (+1) | 1 (-5) | 17 (+3) | 1 (-5) |

**Skills** Stealth +5
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** infravision 60 ft., passive Perception 13
**Languages** —
**Challenge** 1/4 (50 XP)

***Keen Detection.*** The drone has advantage on Wisdom (Perception) checks that rely on sight and hearing.

### ACTIONS

***Blade Attachment.*** *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

***Blade Launcher.*** *Ranged Weapon Attack*: +5 to hit, range 50/150 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

## TACTICAL DRONE

*Medium construct, unaligned*

**Armor Class** 13 (armored frame)
**Hit Points** 19 (3d8 + 6)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 14 (+2) | 15 (+2) | 1 (-5) | 12 (+2) | 1 (-5) |

**Skills** Perception +4
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft., passive Perception 14
**Languages** —
**Challenge** 1/4 (50 XP)

***Pack Tactics.*** The drone has advantage on an attack roll against a creature if at least one of the drone's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

***Blade Attachment.*** *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) slashing damage.

***Gun Mount.*** *Ranged Weapon Attack*: +4 to hit, range 50/150 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

## TITANIUM MECHAROID

*Large automaton, neutral*

**Armor Class** 16 (armored frame)
**Hit Points** 30 (4d10 + 8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 14 (+2) | 14 (+2) | 8 (–1) | 11 (+0) | 10 (+0) |

**Skills** Athletics +4
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, ALOMU
**Challenge** 1 (200 XP)

***Brute.*** A melee weapon deals one extra die of its damage when the mecharoid hits with it (included in the attack).

### ACTIONS

***Power Hammer.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

***Gun Mount.*** *Ranged Weapon Attack:* +4 to hit, reach 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

# APPENDIX C. INSPIRATIONAL CONTENT

THE ESPER GENESIS UNIVERSE PULLS ITS INSPIRATION FROM AN expansive collection of sci-fi and fantasy works spanning a multitude of different genres.

The following lists contain all the influencial works, major and minor, that expanded my mind throughout the years and inspired the creation of EG. These are listed in alphebetical order by genre type.

## BOOKS

Anthony, Piers. *Split Infinity* and the rest of the Apprentice Adept series, 1980.
Asimov, Issac. *I, Robot* and the rest of the Robot series and The Foundation series, 1950.
Card, Orson Scott, *Ender's Game*, 1985.
Clarke, Arthur C. *Childhood's End*, 1953. *Rendezvous with Rama*, 1973.
Cooper, Louise. *The Initiate* and the rest of the Time Master Trilogy, 1985.
Corey, James S.A. *Leviathan Wakes* and the rest of The Expanse series, 2011.
Dick, Philip K. *Do Androids Dream of Electric Sheep?*, 1968. *Ubik*, 1969.
Gibson, William. *Neuromancer*, 1984.
Heinlein, Robert A. *Stranger in a Strange Land*, 1961. *The Moon is a Harsh Mistress*, 1966.
Herbert, Frank. *Dune* and the rest of the Dune Chronicles, 1965.
Hurley, Kameron. *God's War* and the rest of the Bel Dame Apocyrpha, 2010.
King, Stephen. *The Gunslinger* and the rest of the Dark Tower series, 1982.
Le Guin, Ursula K. *The Left Hand of Darkness*, 1969. *The Dispossessed*, 1974
Niven, Larry. *Ringworld*, 1970.
Robinson, Kim Stanley. *Red Mars* and the rest of the Mars Trilogy, 1992.
Sena, Hideaki. *Parasite Eve*, 1995
Shelley, Mary. *Frankenstein*, 1818. *The Last Man*, 1826
Weis, Margaret & Tracy Hickman. *Dragon Wing* and the rest of the Death Gate Cycle, 1990
Wells, H.G. *The Time Machine*, 1895. *The War of the Worlds*, 1898.
Zahn, Timothy. *Star Wars: Heir to the Empire* and the rest of the Thrawn Trilogy, 1991.

## GRAPHIC NOVELS AND MANGA

Christian, Pierre and Jean-Claude Mézières. *Valérian and Laureline*, 1967.
Kishiro, Yukito. *Battle Angel Alita*, 1990.
Nihei, Tsutomu. *Knights of Sidonia*, 2009.
Otomo, Katsuhiro. *Akira*, 1982.
Shirow, Masamune. *Appleseed*, 1985. *Ghost in the Shell*, 1989.
Vaughn, Brian K. and Fiona Staples. *Saga*, 2012.

## MOTION PICTURES

Besson, Luc, dir. *The Fifth Element*, 1997.
Blomkamp, Neill, dir. *District 9*, 2009.
Cameron, James, dir. *The Terminator*, 1984. *Aliens*, 1986.
Emmerich, Roland, dir. *Stargate*, 1994.
Lisberger, Steven, dir. *Tron*, 1982
Lucas, George. *Star Wars* and the rest of the Star Wars Saga, 1977.
Niccol, Andrew, dir. *Gattaca*, 1997.
Proyas, Alex, dir. *Dark City*, 1998.
Scott, Ridley. *Alien*, 1979. *Blade Runner*, 1982.
Spielberg, Steven, dir. *Minority Report*, 2002.
Warchowski Brothers. *The Matrix*, 1999.

## TELEVISION AND ANIME

Abrams, J.J. and Alex Kurtzman and Roberto Orci. *Fringe*, 2008
Akiyama, Katsuhito, dir. *Bubblegum Crisis*, 1987.
Ito, Takehito, *Outlaw Star*, 1998.
Kamiyama, Kenji. *Ghost in the Shell: Stand Alone Complex*, 2002.
Kawamori, Shoji. *Super Dimensional Fortress Macross*, 1982. *Vision of Escaflowne*, 1994.
Larson, Glen A. *Battlestar Galactica*, 1978. *Buck Rogers in the 25th Century*, 1979.
O'Bannon, Rockne S. *Farscape*, 1999.
Roddenberry, Gene. *Star Trek*, 1966.
Straczynski, J. Michael, *Babylon 5*, 1994.
Watanabe, Shinichiro, dir. *Cowboy Bebop*, 1998.
Whedon, Joss. *Firefly*, 2002.

## VIDEO GAMES

*Dead Space*. EA Redwood Shores (PC), 2008
*Final Fantasy (VI, VII and X)*. Squaresoft (SNES, PSX), 1994
*Mass Effect Trilogy*. BioWare (PC), 2007
*Metroid*. Nintendo (NES), 1986
*Star Ocean (series)*. Enix (SNES, PSX), 1996
*Star Wars: Knights of the Old Republic*. BioWare (PC), 2003
*Phantasy Star (original series I-IV)*. Sega (SMS, Genesis), 1987
*Xenogears*. Squaresoft (PSX), 1998

# Appendix D. Project Contributors

This section includes the wonderful groups of people who supported this project. This game in its final form would not have been possible without their help and contributions.

## Kickstarter Backers

The following are the early backers of this project via the Esper Genesis Kickstarter campaign.

### Individual Backers

Aaron Dykstra, Aaron Miltenberger, Adam Makey, Adam Schmidt, Adrian L. Breto, Adrian Tchaikovsky, Adrian Ulff, Aidan Allcock, Alan Goldstein, Alcethenecromancer, Alexander Fontenot, Alexandre Pichena, Allison Sparkes, Anatrok, Andreas Lackher, Andrew Davis, Andrew Ng Yun Ru, Andrew Onyx Oleniach, Andrew 'Your Lordship' Walker, Andy Torrey, Aric Wieder, Ashran Firebrand, Bart Breedyk, Ben Fowler, Ben King, Ben McGregor, Benton Minges, Bernard De Santis III, Blarghedy, Bob Rarick, Bobby Young, Bradley Jon Anderson, Brannon Boren, Brian J. Burke, Brian Tanner, Broadside, Bruceovski, Bryan Gillispie, Byron "Damaged" Mulvogue, Carlos Restrepo, Chachi, Chad W. Russell, Chris Avery, Chris Lacke, Chris Steele, Chris Sulat, Christian Lindke, Christopher Baptiste, Christopher Lindsay, Christopher Pickens, Christopher Robin Negelein, Chronica: Age of Exploration, Claude Weaver III, Claus Bundgaard Rasmussen, Clint Williams, David Csobay, Dace, Daniel Johnson (cloud7a), Daniel T. 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Kyle Noseworthy. *K'nith Ro-Mach of the starship B'lyphel* (conclave member)
Jim Partin and Maite Cicili. *Dread Lord Alia of the Free Protectorate* (conclave member)
Martin Legg. *Greeneye* (planetary location)
Scott Gerken. *Arboryl* (planetary location)

## PLAYTESTERS

The following are from the groups of wonderful and insightful playtesters that played through the Prelude (Eos Keldor), Alpha, and Beta playtests.

### ALPHA AND BETA PLAYTESTERS

Aislinn Mullen, Alden Field, Allen White, Andrea Zanelli, Andreas Nagy, Andrew Cousineau, Andrew Hindenburg, Andrew Triplett, Antal Futo, Anthony Ventura, Arian Scalise, Arthur Wright, B Kennedy, Barry Lawlor, Ben Longman, Benjamin Deal, Brandon Mace, Brendan Hainline, Brian Holt, Brian Wetzel, Bruno Costa, Cam Banks, Carl Herzog, Casey McDermond, Charles Chapman, Charles Cooke, Chris Braun, Claus Bundgaard Rasmussen, Conor Blake, Craig Hatler, Curtis Smith, Dale Ross, Daniel Norton, Daniele Paganini, Dave Caudel, Dave priest, Dave Rich, Dave Tompkins, David Bardoczky, David Disspain, Dean Newman, Derek Hand, Derek Ruiz, Diego Roberto, Donald Stelling, Doug Grimes, Eirik Olsen, Eric Tyler, Ericc Whetstone, Federico Pirlo, Felipe Silva, Fernando Drechsler, Filippo Maria Oliveri, Francesco Giorgi, Gábor Fider, Giuseppe Zeuli, Heath Williams, Humberto Haro, Ian Barnes, Ian Noble, Ian Nolan, Ian Strege, Ian Wardlow, Ilan Emanuel, James Cennami, James Lanaghan, James Nash, Janos Danko, Jasmine Devereaux, Jason Hill, Jason Tocci, Jeffrey Zimmer, Jennifer Pollard, Johnny Maracas, Jimmy Fike, Joakim Waern, Joe Goforth, John Cross, John Smith, John Vergowven, John Wesker, Jonas Eckerbom, Jonathon Johnson, Jordan Valentine, Joshua Graves, Jun Llorin, Ken Carcas, Kevin Zangronis, Kiel Hawkins, Kiss Tamas, Kyle Carty, Larry D. Ragone, Lucas Danez, Mark Kelly, Mark Marton, Mark Whittington, Marko Dimitrovich, Matt Barnes, Matt Herrin, Matthew Barker, Matthew Tucker, Maxim Zabrotsky, Michael Nicola Gottardo, Nate Roberts, Nathan Atkinson, Navin Innasi, Nicholas Ager, Nick Hallas, Nicolo Mencaraglia, Omar Gonzalez, Orion Darkwood, Patrick Manning, Patrick Pautler, Paul Kensler, Paul Melamed, Peter Engebos, Peter Medrano, Peter Seres, Pierrick Thomas, Randy Oest, Rick Barker, Rick Barrow, Rick Johnson, Rob Donoghue, Robert Witt, Robert Corr, Robert Rarick, Robert Rosenthal, Roger Pugh, Rudy Mangual, Rupert Gilliand, Ryan Atkinson, Ryan Chaddick, Ryan Marshall, Salvador Valoy, Scott Faulkner, Scott Shippey, Scott Stewart, Sean Trout, Sheldon Nylander, Sidney Maxwell, Soylent Hero, Stacie Winters, Stacy Forsythe, Stephanie Simpson, Stephen Currin, Steve Knittel, Steven Gordon, Steven Kordik, Steven Rushing, Thomas Larmore, Tim Rudolph, Todd Bissell, Tristan Grebot, Tyler Hatch, Vincent Bacon, Vincent Ward, Wasilio Koslow, William Whipkey, Zachary Cox, Zoltan Nagy

## ONLINE STREAMING

A special thanks to Gregory Wilson for kicking off the official Esper Genesis Twitch stream, as well as to the wonderful group of pioneer players—Cat Rambo, Johnnie Pittman, Louise Moore, and Zac Clay.

The EG Twitch can be found at: https://www.twitch.tv/arvaneleron

### ONLINE RESOURCES

Project updates, resources, and game aids can be found at the Esper Genesis website: http://espergenesis.com

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ESPER GENESIS
HEROIC SCI-FI ROLEPLAYING

**LEVEL**

Name: ______________________ Player: ________________
Class: ____________________________________________
Race: ______________ Background: __________________
Gender: _____ Size: _____ Height: ________ Weight: ________
Age: ______ Hair: ________ Eyes: ________ Alignment: _____

Experience Points: __________ Next Level: __________
Campaign: _____________________________________
Crucible Corps Serial Number: ____________________

## ABILITIES

| Score | | Modifier | Saving Throw |
|---|---|---|---|
| ☐ | **STR** Strength | ○ | ☐ |
| ☐ | **DEX** Dexterity | ○ | ☐ |
| ☐ | **CON** Constitution | ○ | ☐ |
| ☐ | **INT** Intelligence | ○ | ☐ |
| ☐ | **WIS** Wisdom | ○ | ☐ |
| ☐ | **CHA** Charisma | ○ | ☐ |

## BURST FIRE

Burst DC ○ Burst Save Bonus ○

(DC = 8 + Proficiency Score + Dex bonus)

## ABILITY SAVE DC

8 + _____ + Prof Bonus ○ 8 + _____ + Prof Bonus ○

## PROFICIENCY BONUS

☐ INSPIRATION

**Saving Throw Advantages/Disadvantages:**

_____________________________________________
_____________________________________________

## SKILLS

| Bonus | Skill Name | Proficient |
|---|---|---|
| ☐ | Acrobatics (Dex) | ○ |
| ☐ | Astrophysics (Int) | ○ |
| ☐ | Athletics (Str) | ○ |
| ☐ | Computers (Int) | ○ |
| ☐ | Deception (Cha) | ○ |
| ☐ | Insight (Wis) | ○ |
| ☐ | Intimidation (Cha) | ○ |
| ☐ | Investigation (Int) | ○ |
| ☐ | Lore (Int) | ○ |
| ☐ | Mechanics (Wis) | ○ |
| ☐ | Medicine (Wis) | ○ |
| ☐ | Perception (Wis) | ○ |
| ☐ | Performance (Cha) | ○ |
| ☐ | Persuasion (Cha) | ○ |
| ☐ | Sleight of Hand (Dex) | ○ |
| ☐ | Stealth (Dex) | ○ |
| ☐ | Survival (Wis) | ○ |
| ☐ | Xenobiology (Int) | ○ |

## SENSES

PASSIVE PERCEPTION ☐ = 10 + Perception Skill

_____________________________________________
_____________________________________________

## SPECIAL FEATURES

| Feature | Max Use | Recovery | Used |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

## COMBAT

○ **INITIATIVE** Dex ☐ + Misc ☐ | BASE SPEED ☐ ENCUMBERED ☐

## HIT POINTS

Max HP

Temporary HP ☐

Wounds

## ARMOR CLASS

| | | |
|---|---|---|
| ☐ | Armor Bonus | |
| + ☐ | Shield Bonus | |
| + ☐ | Dexterity Modifier | ☐ Medium Armor (Max Bonus = 2)<br>☐ Heavy Armor (No Dex Bonus)<br>☐ Stealth Disadv. |
| + ☐ | Power Modifier | |
| + ☐ | Item Modifier | |
| + ☐ | Misc/Mod Bonus | |

RESISTANCES (HALF DAMAGE)

| |
|---|
| |
| |
| |

### HIT DICE

| Level | | Die Type | | Con | # Used |
|---|---|---|---|---|---|
| ☐ | x | ☐ | + | ☐ | ☐ |
| ☐ | x | ☐ | + | ☐ | ☐ |
| ☐ | x | ☐ | + | ☐ | ☐ |

1/2 max HD after Long Rest

I II III Survive
I II III Perish

DEATH SAVES
(DC 10)

## ATTACKS

# OF ATTACKS PER ACTION ○

| Weapon | Prof. | Range | To Hit | Damage | Dmg. Type |
|---|---|---|---|---|---|
| | | | | | |
| Special | | | | | |
| | | | | | |
| Special | | | | | |
| | | | | | |
| Special | | | | | |
| | | | | | |
| Special | | | | | |
| | | | | | |
| Special | | | | | |

## ACTIONS

(1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN)

Base Actions

Bonus Actions

Reactions

# CHARACTER TRAITS

## RACIAL FEATURES

## CLASS FEATURES

## PROFICIENCIES

ARMOR: ☐ LIGHT ☐ MEDIUM ☐ HEAVY ☐ SHIELDS

WEAPON ☐ SIMPLE ☐ MARTIAL ☐ OTHER:

| LANGUAGES | TOOLS |
|---|---|
| | |
| | |
| | |

# BACKGROUND

PERSONALITY TRAIT

IDEAL

BOND

FLAW

## BACKGROUND FEATURE

# FEATS

FEAT:

FEAT:

FEAT:

FEAT:

# EQUIPMENT

## ADVENTURING GEAR

| NAME | # | WT. |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

| ASSIGNED VEHICLES | ROLE /POSITION |
|---|---|
| | |
| | |
| | |

TOTAL CUBIL (CU)

LIFESTYLE: ______________________ DAILY EXPENSES: ___________

| NAME | # | WT. |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| OTHER VALUBLES | | |

| TOTAL WT. | ENCUMBERED | | HEAVILY ENC. | | PUSH/LIFT | |
|---|---|---|---|---|---|---|
| | | =Str x 5<br>-10 Spd. | | =Str x 10<br>-20 Spd. | | =(Str x 15) -30<br>Spd.= 5 ft. |

Character Sheet by Castle Skydawn Design

Original Concept by Javier Aumante and MorePurpleMoreBetter

Character Name:______________________________

Esper Ability:______________________________

## ESPER ATTACK MODIFIER
(CHANNELING OR FORGING)

○ = Proficiency Bonus + your Channeling/Forging ability bonus

## ESPER POWER SAVE DC

○ = 8 + Proficiency Bonus + your Channeling/Forging ability bonus

## TALENT POINTS

Max TP

Remaining

## TECH SLOTS

# TECHNIQUES PREPARED:_____

| | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|---|---|---|---|---|---|---|---|---|---|
| **Max** | | | | | | | | | |
| **Used** | | | | | | | | | |

# TALENTS AND TECHNIQUES

### PRIME

### RANK 1 TP: 2

○
○
○
○
○
○
○
○
○
○
○
○

### RANK 2 TP: 3

○
○
○
○
○
○
○
○
○
○
○
○

### RANK 3 TP: 5

○
○
○
○
○
○
○
○
○
○
○
○

### RANK 4 TP: 6

○
○
○
○
○
○
○
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### RANK 5 TP: 7

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### RANK 6 TP: 9

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### RANK 7 TP: 10

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### RANK 8 TP: 11

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### RANK 9 TP: 13

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ESPER GENESIS

# YOU ARE NEVER ALONE!

Team up with other galactic heroes and forge your destiny as a member of the Esper Genesis Crucible Corps, the Organized Play campaign for the Esper Genesis RPG! Whether you're a new player looking to get into the game or an experienced player looking for others in your area, the Crucible Corps provides an easily accessible game space that welcomes players of all types.

Members can play anywhere. You can join CC groups at gaming conventions, participating friendly local game stores, with other gamers online, or even with your own group at home. Learn more at espergenesis.com.

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CRUCIBLE
CORPS

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The starter adventure, *Fall of the Eos Keldor*, can be a useful starting point for players and GMs. The adventure can be played using this book or with the *Basic Rules*, which provides some starter material presented in this book. Both of these can be downloaded for free at espergenesis.com. In addition, the starter adventure is just the first in the *Shadow of the Zephyr* adventure series.

The *Threats Database* provides players and GMs with both the statistics and detailed lore of many of the galaxy’s known threats.

The *Master Technician’s Guide* details all of the additional rules you need to bring you campaign world to life. It includes forged enhancements, gear upgrades, advanced rules for starship building and combat, rules for interactions in various special environments, optional rules for handling vehicles. Also included are additional aids for creating planets, alien species, and setting rules for different sci-fi genres.

If you want to keep up to date on upcoming releases, you can visit the EG website and join the Alligator Alley Entertainment mailing list. You can also find upcoming official events as well as how to join the *Crucible Corps* organized play campaign.

Also, consider visiting a friendly local gaming store in your area that carries EG where you can find other groups of players and organized play events.

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**ESPERGENESIS.COM**

ESPER GENESIS
HEROIC SCI-FI ROLEPLAYING
5E Compatible
THREATS DATABASE

***THREATS DATABASE***
Planned Release: 3rd Qtr 2019

ESPER GENESIS
HEROIC SCI-FI ROLEPLAYING
5E Compatible
MASTER TECHNICIAN’S GUIDE

***MASTER TECHNICIAN’S GUIDE***
Planned Release: 1st Qtr 2020